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EXPERT GAMER

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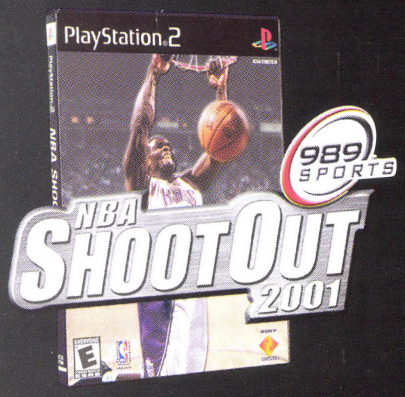
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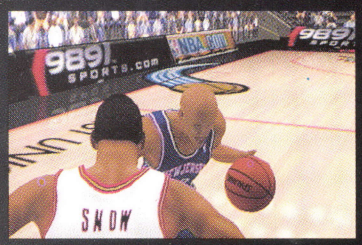
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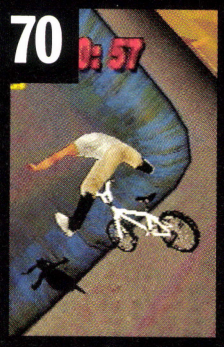
18 New Tricks for 18 Games!
Gauntlet: Dark Legacy (PS2), Daytona USA (DC), Dr. Mario 64 (N64), Dance Dance Revolution (PS), Snoopy Tennis (GB) and more!

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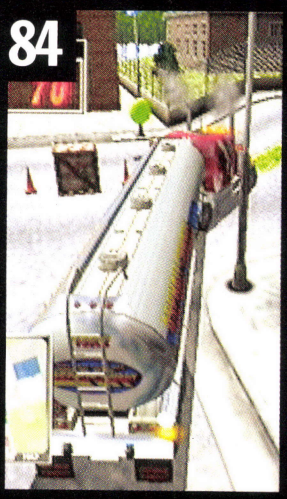
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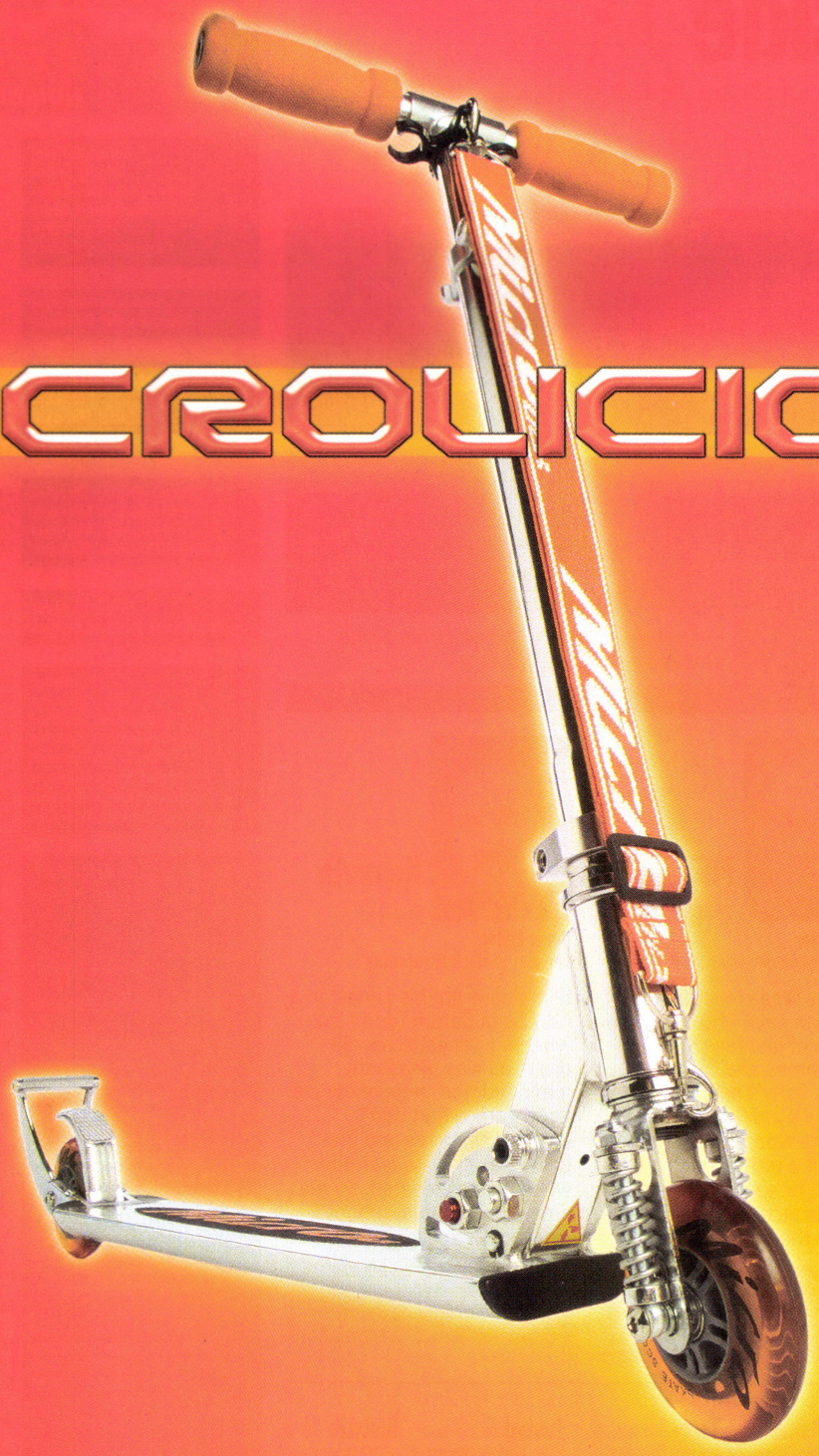








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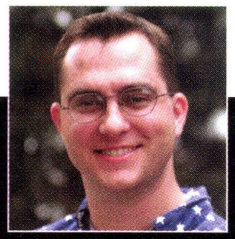
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Inside XG

MEET THE STAFF



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dan_leahy@ziffdavis.com

ExpertGamer.Com Now In Orbit

Yes, it is true. As we approach our 40th issue in print, we finally have a shell of a website to call our own. Check it out at expertgamer.com. See, we figured it was best to let all those keerazzy inter-nuts fold-up shop before we developed a keen online presence. Will it work? Who knows, but we hope you enjoy the process as we begin to take baby steps into cyberspace. Our goal, eventually, is to be THE destination of choice for tips, codes and other gameplay-related help. Of course it doesn't hurt that we have years of codes and cheats stockpiled away since the inception of our big brother magazine (EGM) some 10 years ago. We don't expect to abandon our monthly tree-killing practice, but there may be some surprises along the way. Stay tuned...

○ **Current Favorites:** *Game Cube, Game Boy Advance, NFL 2K2*



Andy Baran
Super Duper Editor
andy_baran@ziffdavis.com

Andy has been in serious training for the LaserQuest NAC Regionals, where he will be playing alongside the rough and tumble Arlington Heights, Ilinois, team. He will have to journey many miles to enter the mystical land of Canada, where local competition is bound to be fierce and, well, Canadian.

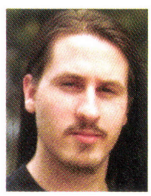
○ **Current Favorites:** *Mars Matrix, Game Boy Advance, Snausages*



Phil Theobald
Super Editor
phil_theobald@ziffdavis.com

It's Sony Wega fever at *XG*! After Slim gave Phil a demonstration of just how sharp video games and DVDs can look on Sony's new TV (model KV-27FS12, in case you were wondering), Phil ran right out a picked one up for himself. He's still in awe at just how nice his NES games look on the TV's flat screen.

○ **Current Favorites:** *Game Boy Advance, Dr. Mario 64, NES games*



Kenneth Miller
Super Editor
kenneth_miller@ziffdavis.com

Slim finally got his hands on a new Sega Saturn (don't ask what happened to his old one) and was pleasantly reminded that there really are good games that don't involve uppercuts and fireballs. He was also alarmed when he realized that, by the time you read this, school really will be out.

○ **Current Favorites:** *Saturn Games, Red Zone Cuba, Jim Kelly, "Station"*

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THE MUG GUY



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EXPERT GAMER™

JULY 2001

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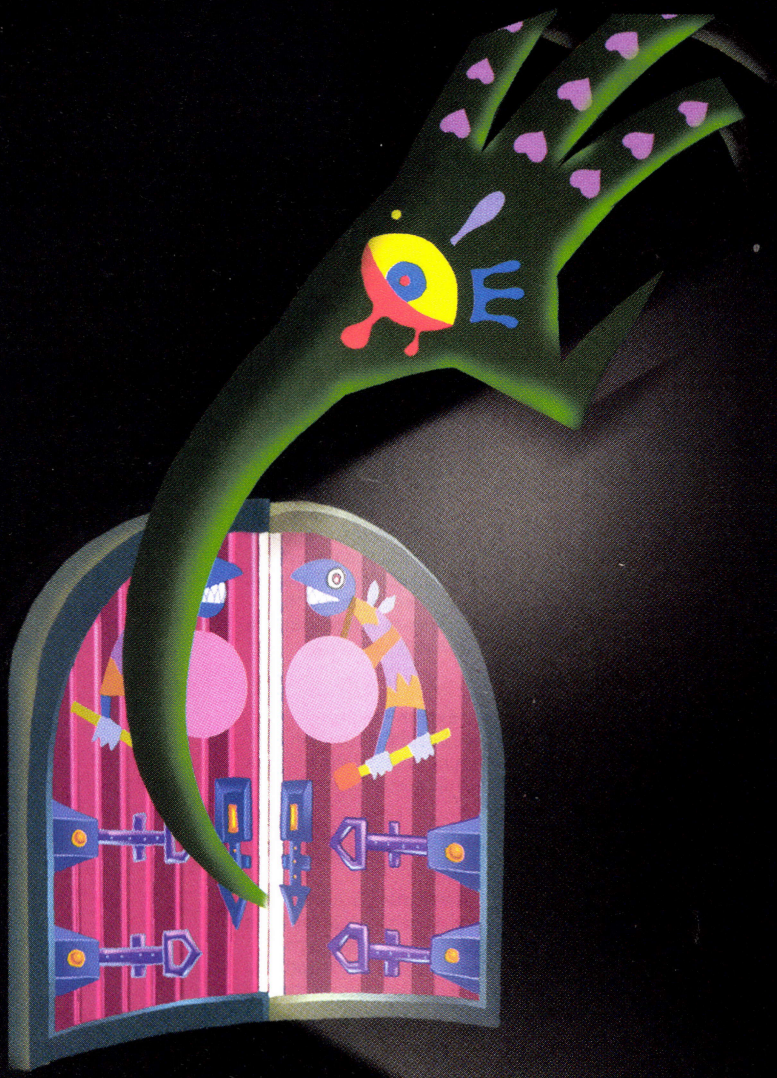
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Winners!

• Here are the winners of *XG* #83's Game Over Contest:

1. *Nicole Winke*
Decorah, IA
2. *Jason Muir*
Euless, TX
3. *Eric Cutler*
New York, NY

• The answer to *XG* #83's Game Over Contest is:
Snake's Revenge

Capcom Queries

Dear Expert Gamer,
I have a couple of questions for you experts.
1. Will there be a Marvel vs. Capcom 3, and if there is, when will it come out?
2. In Capcom vs. SNK Millennium Fight: 2000, is there a easier way to get Akuma? Its taking me too long!
3. In Mega Man Xtreme for the GBC, where is Zero's third attack located?

Terrance Baker
goku_saijain@hotmail.com

Well, Terrance, we'll do our best to answer all your questions.
1. Your guess is as good as ours, for now, but we'd be very surprised if Capcom didn't make a third game for the series.
2. Nope.
3. Go through Morph Moth's stage until you get just past the first auto-save point. You'll come across some blocks that can be destroyed with the Spin Wheel weapon. Blow them up, then drop down the pit that the blocks covered. You'll land in the room that contains Zero's third attack.

Gamer's Heaven

Dear Expert Gamer,
Tell me, is it true that *Expert Gamer, Electronic Gaming Monthly,* and *Computer Gaming World* all come from the same place? Why don't the mags say anything about this? And what exactly is Ziff Davis? Where is it located? Does it make any games? Do the mags give them good reviews all the time? Hmmmm? It gets you wondering...

Wesley S.
Millersburg, IN

Don't worry, Wesley, no magazines are being forced into giving good reviews to any games made by Ziff Davis. This matter of journalistic integrity is mostly influenced by the fact that Ziff Davis doesn't make games. Ziff Davis is a magazine publishing company. Although Ziff Davis publishes all the magazines you cited, each magazines is produced independently by separate staffs. For your information, though, *Expert Gamer, EGM* and the *Official U.S. PlayStation Magazine* are all located in the same office. Pretty cool, huh?

GBA Addiction

Dear Expert Gamer,
I've got a bad case of Game Boy Advance fever. Ever since I saw your feature in April's "International Gamer" section, I've been wondering when the small miracle would be released here in the States and at what price. If I were to import, would it really be expensive, and would it be able to play American games? Oh yeah, your mag rocks!

Nick W.
Ez3310@sigecom.net

Well, at this point, you've probably seen our Game Boy Advance feature in the June issue. The GBA is indeed being released in the US on June 11 with a price tag of $99.99. Buying an import system would cost more, and at this point, you should just go ahead and get the US system. Rest assured, however, that import games will play on the US GBA and vice versa.

5.1 Sound Off

Dear Expert Gamer,
I have heard that you can get surround sound for the PS2. Is this true? If so, how do you do it?

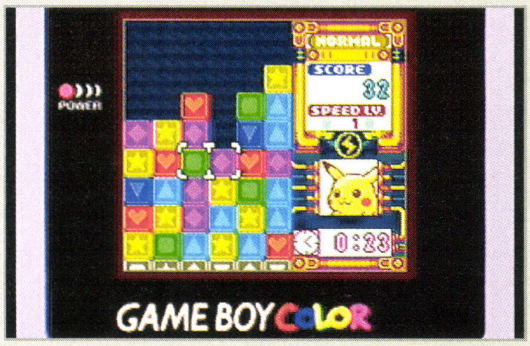
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To have true 5.1 surround sound, take a look at the back of your PS2. There is a port called "Digital Out" (Optical). If your receiver has an optical input (most decent receivers do), simply connect it to your PS2 with an optical cable. These cables aren't cheap, as they'll run at least $50. Still, the sound separation from your speakers, especially the rear channels, will blow you away. With the right set-up, you can rival most theatres!

A Better Score...

Dear Expert Gamer,
Rather than consulting the *Twin Galaxies Official Video Game & Pinball*

Letter of the Month



Hopefully, once sales of Game Boy Color systems slows down due to the release of Game Boy Advance, we'll see a commercial release of the Wide Boy, which allows Game Boy Color games to be played on the N64.

Super Game Boy Color?

Playing Portable Games On Your TV

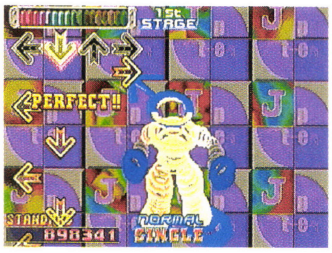
With the release of the Game Boy Advance, it has become clear that portable game systems are the last bastion of traditional 2D games, which is something I applaud. However, the LCD screens of portable systems makes extended gameplay a headache (literally and figuratively). I remember Nintendo bringing out a product some years back that allowed you to play Game Boy games through the Super NES, which eliminated the problem of blurry, non-backlit LCD screens. However, this only worked for the original Game Boy, and Nintendo never released a new version for the GBC. I know I am not the only one who would like to be able to play portable games on a regular TV, and with many original games coming out for the GBA (Castlevania: Circle of the Moon comes to mind), a new device to play portable games on the home console seems like an ideal solution.

Martin Cavanaugh
Butte, MT

The product you mention is called the Super Game Boy, and it was released in 1994. It's a great little device, and as you mentioned, Game Boy games look much better on a TV than they do on the LCD screen. A device called the Wide Boy does exist which allows all Game Boy and Game Boy Color games to be played on a TV through an N64, but unfortunately, they're not available to the general public. We'd love to see Nintendo release the thing in retail, but it just doesn't seem to keen on the idea. Perhaps we'll see a Wide Boy release after the GBA has been on the market for a while.



Martin won an InterAct Controller for the Dreamcast, Nintendo 64 or PlayStation!



It's true! Dance Dance Revolution has finally been released in the US. Run, don't walk, to you nearest store and buy your copy today.

Book of World Records, you probably should have gone straight to its web page—Billy Mitchell has since scored a perfect game in Pac-Man (3,333,360). It was big news last summer.

Russ Perry Jr
Arlington Heights, IL

Sorry about the mix-up. Since we had the most recent edition of the book, we assumed that the scores would be the most recent. Of course when we assume, we make an... You know how the rest of it goes.

Oop, Oop, Eek, Eek!

Dear Expert Gamer,
What do you think of my monkey's uncle?

Name Withheld
Address Withheld

Oooh, somebody just pulled a zing on Charles Darwin. Hey, Mr. Darwin, did you know that we're LITERALLY related to monkeys? Monkeys are funny when they wear people clothes...

Nintendo & Capcom?

Dear Expert Gamer,
Will any good Capcom fighting games be coming out for the N64? I only know of one Capcom game that ever made it to the N64, and that was Mega Man 64.

Eric Shor
whiteking_whitedrium@yahoo.com

Actually, there were two other Capcom games that were released for the N64: Magical Tetris Challenge and Resident Evil 2. Regardless. Sadly, though, there's not going to be many more games released at all for the N64, much less Capcom fighting games. If you're hankering for some Capcom fighting action, you should pick up a Dreamcast. Some of Capcom's best home fighting games were released for that system.

Ode to a Dreamcast

Dear Expert Gamer,
Since Sega has stopped producing Dreamcasts, I decided to write a tribute to the doomed video game system. My poem, called *Sega*, is based off a Langston Hughes poem called *Harlem*.

Sega
What happens to a Dreamcast differed?
Does it melt
Like a Game Boy in the sun?
Or collect dust like a Vitua Boy
and then not run?
Does it not work like 32X?
Or be like R-Zone
without success?
Maybe the lens breaks
and the games don't load.
Or does it explode?

Roy Eddie Dilworth 3rd
Cypress, CA

Sniff...That was beautiful, if not plagiarized. Also, your moving tribute to the state of the Dreamcast somehow assures us that video games do not necessarily rot people's brains.

Time to Dance Dance!

Dear Expert Gamer,
OK, I heard some rumors from my *Expert Gamer*-reading friends about Dance Dance Revolution coming out in the States and a new dance pad that you can use for the game. Is there any truth to this?

Chris Powell
Wellington, FL

After years of waiting, Konami has finally released Dance Dance Revolution in the US. Although the company didn't manufacture a whole lot of copies, you should be able to find some online if your local video game store doesn't have any. You can purchase DDR with or without the dance pad controller, but we strongly recommend that you shell out the extra bucks for the pad. The game's just not nearly as much fun unless you're actually moving your feet to the beat!

DVD Secrets... No Prob!

Dear Expert Gamer,
I just shelled out $100 for a new DVD player because I'm waiting to see more games for the PS2. Anyway, I was wondering if the DVD codes in your "Tricks of the Trade" section for the PS2 will also work for a regular DVD player.

Rodrigo Ragodos
Address Withheld

Every "Tricks of the Trade" DVD trick was originally performed on a standard DVD player, so by all accounts, they should work on yours. Some of the more complex tricks may not work if your DVD player is too old, but problems like this should be extremely rare.

Life of a System

Dear Expert Gamer,
Everyone seems to wonder about how long Sega will continue to make games for the Dreamcast, but few people ask or are even thinking about the other system that seems to be dead—the Game Boy. I want to know how long will Nintendo its partners plan to make games for the Game Boy now that the GBA is right around the corner. I know the GBA will play Game Boy games, but will there be any new non-Game Boy Advance titles?

U.S. Top 10

THE 10 BEST-SELLING GAMES OF APRIL

1. **Pokémon Stadium 2** (Nintendo/N64)
2. **Pokémon Silver** (Nintendo/GBC)
3. **Pokémon Gold** (Nintendo/GBC)
4. **Kirby Tilt 'n' Tumble** (Nintendo/GBC)
5. **Onimusha: Warlords** (Capcom/PS2)
6. **ATV Offroad Fury** (SCEA/PS2)
7. **Madden NFL 2001** (EA/PS2)
8. **Zone of the Enders** (Konami/PS2)
9. **Dr. Mario 64** (Nintendo/N64)
10. **Tomb Raider: Revelation** (Eidos/PS)

Japan Top 10

JAPAN'S 10 BEST FROM 4/30 TO 5/6

1. **Gram Turismo 3** (SCE/PS2)
2. **Final Fantasy II** (Square/Wonderswan Color)
3. **SD Gundam G Generation - F.I.F** (Bandai/PS)
4. **Ham Tarou 2** (Nintendo/GB)
5. **From TVanimation: One Piece** (Bandai/PS)
6. **Dragon Quest Monsters 2: Iru** (Enix/GB)
7. **Super Mario Advance** (Nintendo/GBA)
8. **Dragon Quest Monsters 2: Luka** (Enix/GB)
9. **Kuru Kuru Kururin** (Nintendo/GBA)
10. **Bomberman Story** (Hudson/GBA)

Editor's Top 10

WHAT THE XG STAFF IS PLAYING (MAY)

1. **Dr. Mario 64** (Nintendo/N64)
2. **Mars Matrix** (Capcom/DC)
3. **Twisted Metal: Black** (SCEA/PS2)
4. **Castlevania: Circle of the Moon** (Konami/GBA)
5. **Super Mario Advance** (Nintendo/GBA)
6. **Dance Dance Revolution** (Konami/PS)
7. **Red Faction** (THQ/PS2)
8. **Golf Master** (Konami/GBA)
9. **NBA 2K1** (Sega/DC)
10. **Street Fighter III: 3rd Strike** (Capcom/DC)

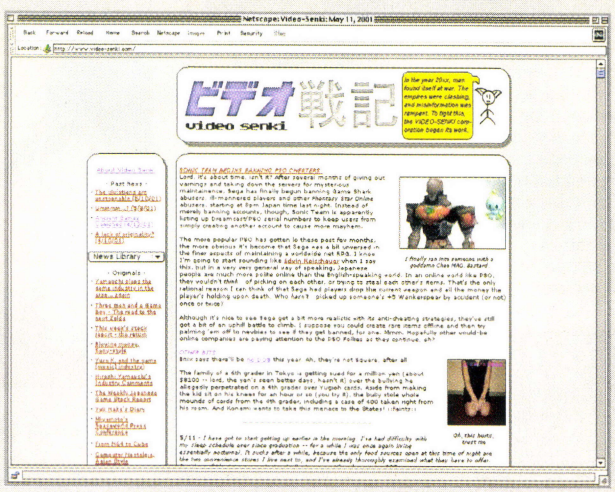
SOURCES: *NPD TRSTS Video Games Service* (U.S. Top 10); *Weekly Famitsu Magazine* (Japan Top 10)

Web Site Pick of the Month

www.Video-Senki.com

Do you wish you could read all the newest Japanese gaming news but you can't read Japanese? Well wish no more!* Video Senki is here! Video Senki translates all the big stories from popular Japanese game web sites and magazines. We're not talking boring, computer-created translations here; the page is run by the always-witty Fenegi (who adds humor and insight to the news stories). The site also features interviews and upcoming special game releases. So stop on in at www.video-senki.com for all your Japanese game news needs.

**Feel free to wish for other things.*



Coming Soon

SONY PLAYSTATION 2

Summer/Fall 2001

- **Klonoa 2: Lunatea's Veil** (Namco)
- **Gran Turismo 3** (SCEA)
- **Legacy of Kain: Soul Reaver 2** (Eidos)
- **Silent Hill 2** (Konami)

SEGA DREAMCAST

Summer/Fall 2001

- **Sonic Adventure 2** (Sega)
- **Shenmue 2** (Sega)
- **Alien Front Online** (Sega)

GAME BOY ADVANCE

Summer/Fall 2001

- **Mega Man Battle Network** (Capcom)
- **Mario Kart Advance** (Nintendo)
- **Sonic the Hedgehog** (Sega)
- **Spider-Man: Mysterio's Menace** (Activision)

NINTENDO 64

Summer/Fall 2001

- **Tony Hawk's Pro Skater 2** (Activision)

SONY PLAYSTATION

Summer/Fall 2001

- **Final Fantasy Chronicles** (Square)
- **Dragon Warrior VII** (Enix)
- **Spider-Man: Enter Electro** (Activision)
- **X-Men: Mutant Academy 2** (Activision)



Fret not, Shenmue fans. The second chapter in Ryo Hazuki's life is coming to the Dreamcast this fall.

Steve
Address Withheld

You make a good point. At this stage in the game it would be pretty stupid to buy a Game Boy when you could just as easily buy a GBA. Still, there are more than 100 million Game Boy systems out there, so don't expect companies to just give up on it immediately. Granted, the flow of games will slow down as companies begin focusing their efforts on the GBA, but there's just too darn many old-school Game Boys to ignore.

A Continuing Saga...?

Dear Expert Gamer,
Shenmue is the best video game I have ever played. The story really sucked me in, and now I can't wait to find out what happens next. I know that the complete Shenmue story is supposed to have 15 chapters, but if the first game only covered the first chapter, and the its sequel will cover the next four or five, what's going to happen to the final nine or 10 chapters after Sega stops developing Dreamcast games? Will Sega sell the rights to another company, or will it just abandon Shenmue altogether? I hope that Shenmue continues, because it would be a shame not to finish the story of Ryo Hazuki. Do you have any comforting words on the matter?

Steve Ayala
Clovis, CA

Well, we don't know if we'd agree that Shenmue is the best video game ever, but we understand your dilemma. Shenmue 2 is still scheduled to be released for the Dreamcast this November. As for the other chapters, we think that Sega will release new Shenmue games on other systems such as the PlayStation 2. Keep in mind that Sega is now acting as a third-party company, developing and releasing games for other systems such as the PS2 and the Game Boy Advance. As long as the Shenmue games continue to sell, Sega will finish the saga.

Going to Heck!

Dear Expert Gamer,
Will Diablo II ever make it to any of the consoles, and if it does, do you think it will be online? I thought that the PlayStation version of Diablo was way better than the PC original, and I'd like to play Diablo II the same way.

Andrew Taylor
Edgewater, FL

We haven't heard anything about a console port of Diablo II yet, but that doesn't mean that it won't happen. Since the first Diablo was ported to the PlayStation, it seems likely that Diablo II will appear on the PS2. Whether it will be online or not is anybody's guess.

Is the N64 DOA?

Dear Expert Gamer,
I've heard that the N64 is going to disappear and that Nintendo is not going to make any other games. Is this true?

Mario Aguirre
Davis, CA

The announcement of Nintendo's latest system, the GameCube, it certainly does spell the end of the N64. They only games you can expect to see for it are one that are well under way in the production process. Once these games ship, that's it for the venerable N64. Nintendo's still making games, just not for the N64.

*@#$%, Off!

Dear Expert Gamer,
I noticed that some words are blocked out in Conker's Bad Fur Day. Why, if this game is rated "M," must I read "curse" words like "*@#%" and "@*&#$"? Is there a reason why Rare might have blocked out the bad words? Is there a code I could use to put bad words back into the game?

Josefa Jerez
Address Withheld

Although Conker has a Mature rating, there's a line to be drawn at outright lewd or offensive. Rare's intention was to make game with humor that mature gamers could enjoy—simply adding a few four letter words would have seemed like they were trying too hard. Given the general tone of the game, do you really not know what Conker's supposed to be saying?

As for a "swear code"... It seems unlikely that there would be one. Otherwise, what would the point be for the existing censorship? Mature gamers needed bother themselves with simple four-letter words.

Letter Art

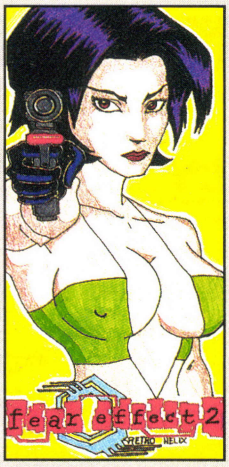
Where Creativity, Your Favorite Video Game and a Stamp Can Make You Immortal*

WINNER:



Put your creative skills to the test by decking out a plain #10 envelope with your own unique touch. Send your letter art submission to: *XG* Letter Art, P.O. Box 3338, Oak Brook, IL 60522-3338. (Entries submitted on anything other than a #10 envelope will be disqualified.) Letter Art can be submitted by e-mail (xg@ziffdavis.com), but must fit the #10 envelope size. All entries become the property of ZD Inc. and will not be returned.

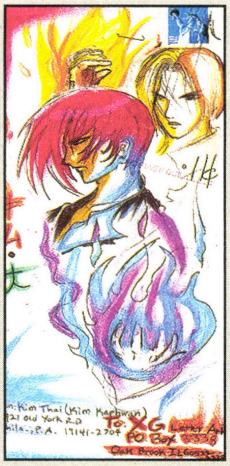
Leonard Griffin Jr. of Duncanville, TX, wins an Agetec Specialized Control Pad for the Sony PlayStation. Way to go, Leonard!



Phillip B. Bucos
Jacksonville, FL

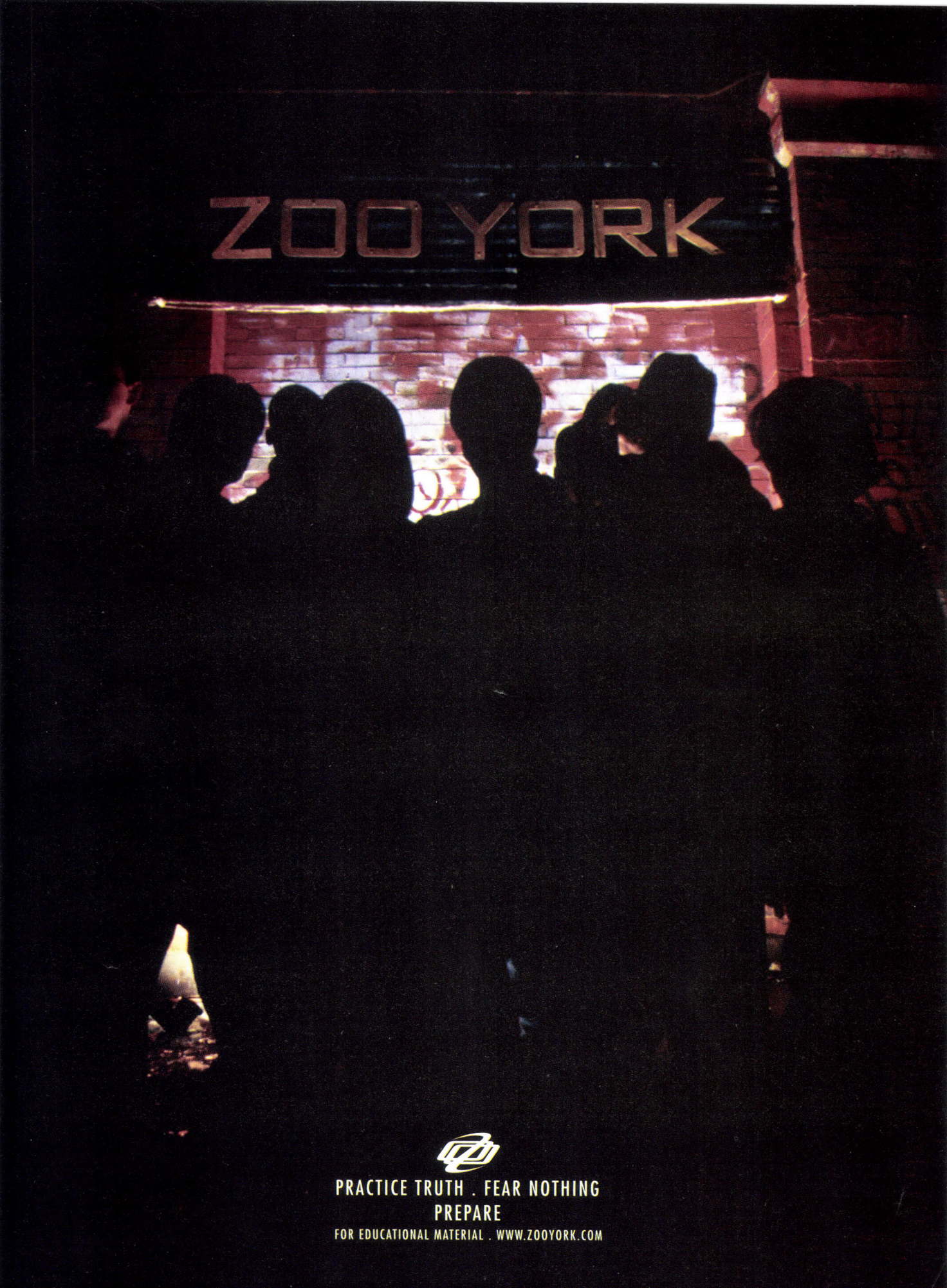


Julie Vang
Garden Grove, CA



Kim Thai
Philadelphia, PA

** Or at least get you in the magazine and win a controller from Agetec (FIRST PRIZE ONLY)!*



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Cos-Play Fun

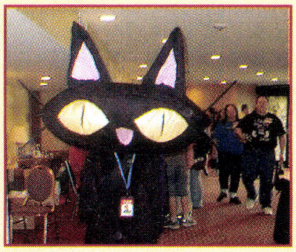
Silly or Serious?
Whenever you have a large gathering of anime fans, some of them are going to start dressing up like their favorite characters. This strange phenomenon is called Cos-Play. At most anime conventions, roughly one in 10 attendees dresses in costume. Despite the fact that most conventions hold costume contests, many fans dress up just for the fun of it.

Video Games or Anime
At an anime con S.T.A.R.S. members can interact with Sailor Moon without a hitch. As long as a costume is tied to either video gaming (which is perceived as inherently Japanese) or anime, it's considered fair game.

Game and Anime
Some costumes are cool; some costumes are scary. We saw a 40-year-old man in a girly Sailor Moon costume. That was scary. Below are some of the costumes that we thought were cool.



It's Sanosuke's Master from Rurouni Kenshin!



Here's Kuro Neko Sama from the Trigun series.



Here's Kim Kaphwan from the Fatal Fury game series.

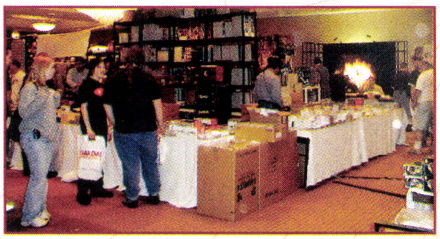
Anime Convention Rundown

Anime conventions give otaku (crazed anime fans) a chance to fully immerse themselves in the hobby. Novices and fanboys alike crowd the halls, mouths agape from the visual overload.

If you are interested in getting into the hobby and would like to get a hand's-on feel for it, try attending a convention yourself. Both anime cons and the comic cons offer chances to view and purchase shows. Finding the location and date of a convention is a simple matter of checking out *www.anipike.com*, which keeps up-to-date information on all of the conventions around the nation.

Here are a few things you'll find at your basic anime convention:

Dealer's Rooms
This area of a convention is always the most popular. Everything you could possibly want are sold in these rooms, including DVDs, tapes, art books or even animation cels. Sometimes you can even purchase items before they are officially released, or get perks like T-shirts, animation cels and posters from the companies.



Otaku swamp a retailer's booth at the Anime Central 2001 convention in Illinois.

Guest Speakers
Guest speakers from technical designers to voice actors may be on hand to talk about their experiences. If you're willing to wait in line, you can get chance to speak to these semi-celebrities and even get an autograph from them.

Viewing Rooms
Every con features viewing rooms where fans can gather together and watch a select batch of shows and movies. The fare is highly dependent on which convention you attend. Basically, the purpose of these rooms is to give you a teaser, and introduce you to more animes.

Video Game Competitions
It's not uncommon to find the otaku and the gamers mixing in the video game rooms. Although these rooms take a back seat to the anime, you can often compete in some serious gaming competitions.

A.D. Vision

What's New
- A.D. Vision has been releasing information on *Milk Chan*, a South Park-like comedy for which it has just acquired the rights.
- If you've played *Orphen* for the PS2, you might be interested in the anime from which it was based—it will be released in a few months.

Bandai

What's New
- The original *Mobile Suit Gundam* series is currently being prepped for a home release on DVD.
- *The Big O*, the anime-style superhero series that has already made waves on the Cartoon Network, will also be receiving the DVD treatment, pending the completion of its run on TV.

Manga Entertainment

What's New
- Will the *Evangelion* movie ever get released in the States? The folks ever at Manga Entertainment insist that it is on the way. There's no release date, however.
- Although we had expected to see *X* released on DVD months ago, there still is no sign of this excellent movie. A new release date is expected soon...

AnimEigo

What's New
- The remastered *Macross* series will be due in late August. This is the original series, not the Harmony Gold *Robotech* version.
- The two *Oh My Goddess!* discs will be coming to the DVD format in July and August.
- The next two *Urusei Yatsura* box sets will launch almost simultaneously around September.



Anime Picks of the Month

Samurai X



Distributor: A.D. Vision
Format: Movie
Genre: Action

The decision to release this movie (which is based on a TV series) as "*Samurai X*" caused such an uproar among US anime fans that you can now purchase it with the original name, *Rurouni Kenshin*, on one side of the slip case.

Set in medieval Japan among a great backdrop of political intrigue, the movie follows the adventures of the Kenshin clan. If you liked the movie, then check out the TV series and OAVs—they'll give you a whole new perspective on the main character.

Golgo 13: Queen Bee Special Edition

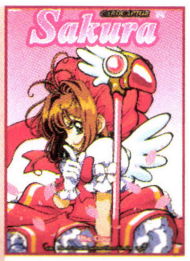


Distributor: Urban Vision
Format: Movie
Genre: Action

Over the years, American anime fans have had a chance to meet Golgo 13 through a variety of Golgo products, including a couple of Golgo 13 NES games, a few mangas and a movie, *Golgo 13: The Professional*.

If you're new to the Golgo 13 story, don't worry about not understanding this movie. *Golgo 13: Queen Bee Special Edition* is very easy to follow, and it may make you into a Golgo 13 fan. Due to mature content and adult situations, this movie is not suitable for kids.

Card Captor Sakura



Distributor: Pioneer
Format: TV Series
Genre: Adventure

Although US anime fans may have seen the edited form of the *Card Captors* series on the Warner Brothers network, this disc presents the show in its original, uncut form.

Card Captors is about a girl named Sakura who is given the task to find the supernatural Clow Cards. The series has a Pokémon-style, "collect 'em all" kind of feel, and while it may be a little juvenile for some, this lighthearted adventure has enough underlying humor that older anime fans can get into and enjoy.

Importing DVDs: Beware!

At anime or comic conventions, it is fairly common to find retailers selling DVDs of anime shows or movies that have not been released over in the US. However tempting it may be to grab the hot item, there are a number of reasons you might want to refrain from your purchase.

Region Coding
American DVD players only play "Region 1" discs, which means they can only play movies that were distributed in the US. DVDs from other regions (like Japan) will not work in an American machine. Most copyrighted material is region coded, so importing a DVD can be very difficult.

Bootlegs!
If a disc has no region code, there is a strong chance that it may be a bootleg (counterfeit). Normally these discs will be of poor quality, both in terms of sound and video. Assuming there is an English translation, it will probably be terrible. If it has Chinese subtitles, the odds of it not being legit are further increased. Bootlegging hurts the companies that legally release shows here and in Japan.



Use caution when purchasing imported DVDs. These may look legit, but they are in fact bootleg copies. Watch out!

Lack of Translation
Assuming your disc is a legal copy and there is no region code, you still have to deal with the fact that your movie will probably not have any English translation at all.



Castlevania Music

Impressive Even Now
Listen to the music from the early Castlevania games for a while and you will realize just how amazing it was—especially considering that it wasn't on CDs back then.

Akumajou Dracula Best 2
Akumajou Dracula Best 2 lets you listen to all your favorite tunes from Castlevania IV (SNES), Castlevania: The Adventure (GB) and Castlevania II (GB). A word to the wise: Castlevania is known as Akumajou Dracula in Japan, so don't go looking for a "Castlevania" soundtrack.

Where Can You Buy It?
You can buy this two-CD set online at www.gamemusic.com or your local import store.



DDR: Disney's Rave

Mouse-Worshipping Music
Dance Dance Revolution: Disney's Rave continues the tradition of making soundtracks out of DDR games. This soundtrack contains two discs, with the game and remix versions of the songs. The staple of the soundtrack are dance versions of classic Disney songs, like the Ducking Hardcore Mix of *It's a Small World*. Also included are a number of "normal" songs that range from *Johnny B. Goode* to the dreaded *Macarena*.

Import Only
This soundtrack is import-only, so find it online or at your local import store.

TRICKS OF THE TRADE

New Tricks!

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Score Big with GameShark from InterAct and XG!

If your trick is selected as the Trick of the Month, you'll win a free GameShark courtesy of InterAct. If you're given credit for submitting a great trick in this section, you'll win a free game!

For more details and rules on the contest, read the text below. Email your tricks and cheats to:

tricks@ziffdavis.com

On all emails, be sure to include your name, address, city, state and zip code. For those who prefer to go through the postal service, send your tricks to:

Tricks of the Trade
P.O. Box 3338
Oak Brook, IL
60522-3338

PS2 PlayStation 2

All-Star Baseball 2002

Hidden Teams: From the main menu screen, choose MLB Play, and then choose Exhibition. On the team select screen, press L2+R2 simultaneously. You will hear a sound to confirm correct code entry. Now scroll through the teams until you reach the the Islanders and the Dingers.

Army Men: Air Attack 2

Final Password: From the main menu, choose "Continue Game," then scroll to the "Password" option, then enter Up, X, Circle, Up, Left, Square, Circle, X. Now choose a Single or Co-operative game. You will then see that you are on Mission 20. Move Left to scroll through previous missions and select any one you want to play.

ATV Offroad Fury

Increase AI Difficulty: From the main menu, choose Pro-Career. Choose and empty slot and then put in ALLOUTAI for the name. After pressing "Done," you will be taken back to the main menu. Now when you race, your opponents will be more difficult to pass.

Dynasty Warriors 2

Enter these codes at the title screen. You will hear cheering if the code was entered correctly.

All Hidden Characters Revealed: Square, R1, Square, R2, Square, R2, Square, R1. 19 hidden characters will be unlocked In Free Mode. You will have less characters unlocked in Musou Mode. This will also give you the ability to choose your side in Free Mode.

Edit Opening Cinema: R2, R2, R2, L2, L2, L2, R1, L1. "Opening Edit" will appear in the options. This new mode will allow you to edit the opening cinema scene with the characters of your choice.

Every Wu General: Square, Square, R2, R2, R1, R1, Square, Square.

Every Shu General: Square, Square, R1, R1, Square, Square, R2, R2.

Every Wei General: Square, Square, Square, Square, R2, R2, R1, R1.

Side Select in Free Mode: Press and hold Triangle. While holding it, press R1, L1, L2, R2, R1, L1, L2, R2.

BGM Test: L1, L1, L1, R1, R1, R1, L2, R2. Go to the options, choose Sound and access the "BGM Test" option. Now you can listen to the game's background music.

Gradius III and IV

These commands can be done multiple times in Gradius III. In Gradius IV, you must beat the first boss of the game to do the tricks and they can be done once per level beaten thereafter. If you don't use the power-up trick in a level, you can build it up to do it multiple times in the next level.

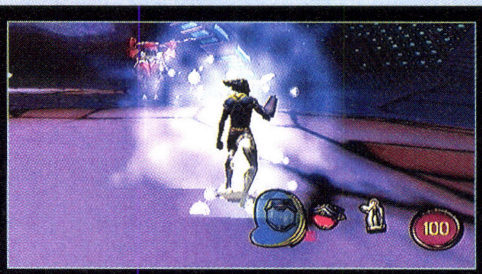
Double Weapon Power-Up: In Gradius III or IV, pause the game during play and enter Up, Up, Down, Down, Left, Right, Left, Right, Square, Triangle.

Laser Weapon Power-Up: In Gradius III or IV, pause the game during play and enter Up, Up, Down, Down, Left, Right, Left, Right, X, Circle.

Hidden Modes in Gradius III:
Cube Attack Appears in Extra Mode: Reach Stage 9.
First Gradius Stages Appear in Extra Mode: Get hit with a bullet from the boss of Stage 10.
Extra Edit Appears in Extra Mode: Complete the entire game once.
More Weapons: Complete game in Extra Edit.

Hidden Modes in Gradius IV:
Boss Rush Mode: Complete the entire game once.

Trick of the Month





MDK2: Armageddon

PS2

Invincibility: In the middle of the game, press START to pause, then press and hold L2+R2. While holding these, press Up, Up, Down, Down, Left, Left, Right, Right, Square, Triangle, Square, Triangle, SELECT.

Matrix Camera: In the middle of the game, press START to pause, then press and hold L1+R1 to remove the pause menu and give you a better look at the rotating view while you're paused.

Stationary Camera: In the middle of the game, press START to pause, then press and hold L2+R2. While holding these, press Circle, X, Circle, Triangle.

Racecar Camera: In the middle of the game, press START to pause, then press and hold L2+R2. While holding these, press Circle, X, Circle, X.

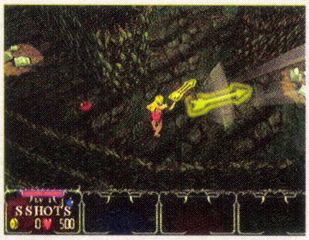
Gauntlet: Dark Legacy

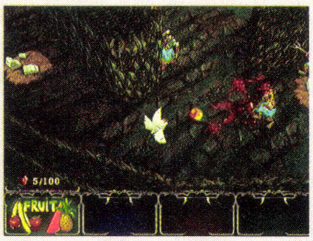
When you are asked to enter your name on the character select screen, put in any of these cheat passwords for the results shown.

Invulnerability: INVULN
Infinite Supershot: SSHOTS
Nine Potions and Keys in Each Level: ALLFUL
Full Turbo: PURPLE
Pojo the Chicken: EGG911
Reflective Shot: REFLEX
Growth and Shrink Enemy: DELTA1
$10,000 Gold in Each Level: 10000K
Invisibility: 000000
Extra Speed: XSPEED
Rapid Fire: QCKSHT
X-Ray Glasses: PEEKIN
3-Way Shot: MENAGE









Stage Select: Complete the entire game without using a Continue.

Full Power-Up in Gradius IV: In the game, make sure you have beaten a level and the end level boss. After this, press START to pause the game and then press Up, Up, Down, Down, Left, Right, Left, Right, X, Circle. Press START to unpause the game and your ship will be fully powered up with lasers, options, shield, etc. This will only work once per level, so use it wisely. You can build it up by clearing multiple levels without using it, and then you can do the trick more than once per level.

Knockout Kings 2001

From the main menu, choose Modes. On the next menu, choose Career and then pick "New." On the "Name Boxer" screen, put in any of these names to unlock these hidden boxers.

Play as Joe Mesi: BAILEY
Play as Owen Nolan: OWNOLAN
Play as John Botti: JBOTTI
Play as David Defiagbon: DEFIAGBN
Play as Junior Seau: JRSEAU
Play as Ray Austin: AUSTIN
Play as Steve Francis: STEVEF
Play as Trevor Nelson: NELSON
Play as Ashy Knucks: MECCA
Play as Barry Sanders: MRBARRY
Play as Bernando Osuna: OSUNA
Play as David DeMartini: DEMART
Play as Jason Giambi: JGIAMBI
Play as Charles Hatcher: HATCHER
Play as Chuck Zito: ZITO
Play as David Bostice: BOSTICE

Metal Gear Solid 2: S.O.L. (Trial Edition)

In the Metal Gear Solid 2 demo that comes with Zone of the Enders, you can do some things to make your experience more interesting. Just refer to these tidbits as shown.

Full View of Bridge: On the title screen, use the Right Analog Stick to move the screen for full panoramic view of the George Washington Bridge.

CODEC Fun: When you're in CODEC mode, you can move the heads of Otacon and Snake with the Analog Sticks. Also, hold the L2 and R2 buttons and move the Analog Sticks up and down to get a zoom effect on the faces.

Adult Humor: These tidbits have to do with the posters in the locker room. Open up either of the two lockers with the model posters on them and stand with your back toward one of them. Now press the Circle button and knock in the middle the poster. You will alert the guards! Another thing you can do is to have Snake face the poster and press R1 for first person mode. While holding R1, press the SELECT button and then press Circle to call Otacon. Snake will look like he's having too much fun and Otacon will scold him for it.

Midnight Club

Unlock Smuggler's Run Buggy: If you happen to have the game, "Smuggler's Run," you can open up a hidden vehicle in Midnight Club! Just save a game from Smuggler's Run on a memory card. Now, with this saved game in your system, go to the vehicle selection screen in Midnight Club. Keep scrolling through the cars and you will eventually see the Baja Buggy as a selectable vehicle!

NBA Hoopz

On the "Tonight's Matchup" screen, enter the codes shown below with the Turbo, Shoot and Pass buttons the number of times shown, and then press the D-pad in the direction indicated by the code (For 4-3-2 Up, you would press Turbo four times, Shoot three times, Pass two times, then press Up).

Show Shot Percentage: 0-1-1 Down
Beach Court: 0-2-3 Left
Show Hotspot: 1-1-0 Down
No Fouls (Player Two Must Agree): 2-2-2 Right
Away Uniform: 0-2-4 Right
No Hotspots (Player Two Must Agree): 3-0-1 Up
Big Heads: 3-0-0 Right
Tiny Heads: 3-3-0 Left
Infinite Turbo: 3-1-2 Up
Street Court: 3-2-0 Left
Home Uniform: 0-1-4 Right
ABA Ball: 1-1-1 Right
Tiny Players: 5-4-3 Left
Granny Shots: 1-2-1 Left
No Goaltending: 4-4-4 Left

NHL 2001

From the main menu, access "Game Settings." On this menu, access "Rosters." From this screen, choose "Create Player." Next, enter the first and last names of the players as shown below for various results. When it asks if you would like to create a player like him, answer "Yes." You can change this player's name but don't change any attributes before you save him.

Superstar Defense: Put in Sandis for the first name and Ozolinsh for the last name, or Chris for the first name and Pronger for the last name.

Superstar Forward: Put in Peter for the first name and Forsberg for the last name, or Jaromir for the first name and Jagr for the last name.

Superstar Goalie: Put in Patrick for the first name and Roy for the last name, or Dominik for the first name and Hasek for the last name.

Oni

In the middle of the game, press the SELECT button. Move down and highlight the "Help" option. Now press L2, L1, L2, Square, Circle, Square. This is the first part of the codes shown below. After entering this part first, put in the rest of the codes as shown below for these results.

(Note: The L3 and R3 commands are performed by pressing in the left analog stick for L3 and pressing in the right analog stick for R3)

Mini Me: L3, R3, Square, Circle.
Huge Heads: START, Square, Circle, START.
Stronger Hits: R3, L3, Circle, Square.
Get Big: R3, Square, Circle, L3.
One Hit Kill: L3, R3, Circle, Square.
All Ammo and Hypo: Circle, Circle, Circle, R3.
Infinite Ammo: L2, L2, L1, L3.
Invisibility: L1, R3, L2, L3.

Rayman 2: Revolution

Menu Cheat: First, you must get to at least one save point in the game, or load a saved game. Then press START to pause. From the main menu, access the "Sound" option. On the sound menu, highlight the Mute option and hold the L1+R1 buttons simultaneously. With these held, quickly press L2, R2, L2, R2, L2, R2. The "Menu Cheat" will appear with items that you would normally have to purchase in the game.

Bonus Mini-Games: After you load up the game and choose your language, go to the main menu and access the options. From the options menu, access the "Language" option, and then choose "Voices." On the voices menu, highlight the "Raymanian" option and hold the L1+R1 buttons simultaneously. With these held, quickly press L2, R2, L2, R2, L2, R2.

Names in Baby Soccer: You can do this trick after you unlock the bonus levels and access

GameShark Codes

4X4 Evolution

Master Code	ECB6AA001456E60A
Infinite Cash	1C1EA48461DFB00C

Armored Core 2

Inf. Inside Ammo	4CBE44601456E788
Inf. Extension Ammo	4CBE44E01456E788
Start In 1st Rank	0CAE0FBC1426E7A6
	4CAE0FBC1456E7A6
Human Plus Upgrades	4CAE0FAA1456B00C
Quick Arena Wins	4CBE72FC1456E7A5
More Back Weapons	4CD8BBEA1456E6A6
	1CD8BBF01355E6A6
	1CD8BBF41355E6A6
	4CD8BBAA1456E6A6
	1CD8BBB01355E6A6
	1CD8BBB41355E6A6
Droppin' Like Flies	4CA5CE0C1456E7A5
	4CA5D08C1456E7A5
	4CA5D30C1456E7A5
	4CA5D58C1456E7A5
	4CA5D40C1456E7A5
	4CA5D68C1456E7A5
	4CA5D90C1456E7A5
	4CA5DB8C1456E7A5
	4CA5DA0C1456E7A5
	4CA5DC8C1456E7A5
	4CA5DF0C1456E7A5
	4CA5E18C1456E7A5
	4CA5E00C1456E7A5
	4CA5E28C1456E7A5
	4CA5E50C1456E7A5
	4CA5E78C1456E7A5
	4CA5E60C1456E7A5
	4CA5E88C1456E7A5
	4CA5EB0C1456E7A5
	4CA5ED8C1456E7A5
	4CA5EC0C1456E7A5
	4CA5E88C1456E7A5
	4CA5F38C1456E7A5
	4CA5F20C1456E7A5

Metal Gear Solid 2 (Demo)

Master Code	ECB79FF81456E60A
Full Clip	3CB151601456E79C
Infinite Rations	3CBB523E1456E7A2
Infinite Bandage	3CBB52461456E7A2
Infinite Diazepam	3CBB524A1456E7A2
Enemy Uniform	3CBB52501456E7A6
C Box Dry	3CBB52681456E7A6
Box B	3CBB52781456E7A6
Box C	3CBB52761456E7A6
Box Wet	3CBB527C1456E7A6
V Sensor	3CBB527A1456E7A6
Infinite M9	4CBB53CE1456E788
Infinite USP	4CBB53D41456E788
Infinite SOCOM	4CBB53D21456E788
Infinite FA-MAS	4CBB53D81456E788
PressR1=Invisible	4CBDD8581456E7A5
No Health Olga	0DE8B5AC1426E79F
	4DE8B5AC1456E7A6

RC Revenge Pro

All Cups Complete	4CF58C4C1456E79D
Enable Concept 3000	4C893CDC1456E7A6
Enable UFO	4C893E181456E7A6

Rumble Racing

(M) Must Be On	EC8DF8101456E60A
Big Stunt Score	1CB3226817E9C70C
	1C8AA44417E9C70C
Lots Of Stunt Pts	1C8AA44017E9C70C
L3=More Stunt Time	0C8979261456E5A5
	1C5832D0145470C5

Continued on Page 18

GameShark Codes

Continued from Page 17

EA Rookie Cup	4CB508FE1456E7A6
Pro Cup 1	4CB508101456E7A6
Pro Cup 2	4CB5081A1456E7A6
Pro Cup 3	4CB50B2C1456E7A6
EA Pro Cup	4CB50B361456E7A6
Elite Cup 1	4CB50B481456E7A6
Elite Cup 2	4CB50B521456E7A6
Elite Cup 3	4CB50B641456E7A6
Elite Cup 4	4CB50B6E1456E7A6
EA Elite Cup	4CB50B801456E7A6
EA Stunt Cup	4CB50B8A1456E7A6
All Cars	7CB508681447E7A6
	3D9882291456E7A5
	4CB508D41456E6A6
All Tracks	4CB508D21456E6A6
	7CB508D8145AE7A6
	3D9882291456E7A5

Smuggler's Run

Invis-O-Mode	4DF8991C1456E7A5
Low Gravity Traffic	4D0306CC1456E7A6

Star Wars: Super Bombad Racing

(M) Must Be On	ECA859681456E60A
P1 Darth Vader	4CAAA3941456E79D

Surfing H30

Always Clear Level	4CD401501456E7A6
High Total Score	4CD401481456B00C

Unreal Tournament

All DM Levels	1D9382001456E7A6
	1D9393301456E7A6
	1D939FF01456E7A6
	1D93C8C01456E7A6
	1D93D6E01456E7A6
	1D93E7A01456E7A6
	1D93F5701456E7A6
	1D9304F01456E7A6
	1D9316A01456E7A6
	1D96DEE01456E7A6
	1D96EB801456E7A6
	1D96F5201456E7A6
	1D9601801456E7A6

Zone of the Enders

Always Very Hard	3CDF70281456E7A8
Ultimate Jehuty	3CDF70291456E70C
0 Continues Used	4CDF706E1456E7A5
0 Saves Used	4CDF70701456E7A5
No Casualties-Town 2	4CE0576E145626D5
No Casualties-Town 3	4CE0576E14562695
No Casualties-City 2	4CE056AE14562625
9999 Defeated	4CDF706A1456089C
L2=Javelin	0CDD27661456B10C
	4CDF704E1456E7A6
L2+X=Geyser	0CDD276614567 10C
	4CDF704E1456E7A7
L2+O=Bounder	0CDD27661456910C
	4CDF704E1456E7A8
L2+Triangle=Phalanx	0CDD27661456C10C
	4CDF704E1456E7A1
L2+Square=Halbered	0CDD27661456310C
	4CDF704E1456E7A2
L2+L1=Comet	0CDD27661456AD0C
	4CDF704E1456E7A3
L2+R1=Gauntlet	0CDD27661456B90C
	4CDF704E1456E7A4
L2+R2=Sniper	0CDD27661456B30C
	4CDF704E1456E79D
L2+LEFT=Decoy	0CDD27661456B18C
	4CDF704E1456E79E
L2+RIGHT=Mummy	0CDD27661456B1EC
	4CDF704E1456E79F

the Baby Soccer mini-game. While playing Baby Soccer, hold the L1+R1 buttons simultaneously. With these held, quickly press L2, R2, L2, R2, L2, R2.

Ready 2 Rumble Boxing: Round 2

From the main menu, choose Arcade Mode. Pick a One Player or Two Player game and on the boxer selection screen, enter any of these codes for the results as shown. You will hear a bell if the trick was entered correctly. (Note: Player One may enter one of the codes and then choose a character. Then Player Two may enter a different code and then choose a character).

Huge Gloves: Left, Right, Up, Down, R1, R2.
Zombie Boxer: Left, Up, Right, Down, R1, R1, R2.
Fat Boxer: Right, Right, Up, Down, Right, R1, R1, R2.
Skinny Boxer: Right, Right, Up, Down, Right, R1, R2.
Play as Freak E. Deke and Michael Jackson: R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R2, R1, R1, R1, R1, R1, R1, R1, R1, R1, R1, R2.
Christmas Arena and Costume: Start up your system without the disc inside, then access the "System Configuration" option. Choose "Clock Adjustment" and set the date to 12/25/2000. After adjusting the date, insert the game and begin. Choose Arcade mode and highlight "Selene Strike" on the boxer selection screen. The words, "Holiday Outfit" will appear underneath her name.
Unlock All Boxers: From the main menu, choose Arcade Mode. Then select one or two players. On the boxer select screen, press Left, Left, Right, R2, Left, Right, Right, R1, R1, R2. You will hear a bell when entered correctly. Now you can choose from a variety of new boxers, including Bill and Hillary Clinton!

Ridge Racer 5

Opening Cinema Effects: During the opening cinema, you can give three different effects to the graphics. Pressing R1 once will give you black and white graphics, pressing R1 again will give you yellowish graphics and pressing R1 a third time will give you blurred graphics. Use L1 to cycle the effects the opposite way.
Controller Sensitivity Display: In the middle of a race, press and hold the SELECT button until you see a graphic display. This display will show how hard you are turning your car, pressing the gas and pressing the brake. If you want to get rid of the display, just press the SELECT button.

Silent Scope

On the mode select screen, enter these cheats as shown.

Professional Mode: Hold the R1 button and quickly press START, START, START, START.
Night Vision Mode: Hold the R1 button and quickly press START, START, START, START, START.
Professional Night Vision Mode: Hold the R1 button and quickly press START, START, START, START, START, START.
No Crosshair: Right, Right, Right, Square. You will hear an explosion when entered correctly.
Romantic Mode: Left, Right, Right, Square, Triangle. You will hear "Wow!" when entered correctly.
Super Fast Professional Mode: Down, Triangle, Up, Square, Triangle, Down, Right, Down, Right, Square, Triangle.

Rumble Racing

Go into the game options. Move down to the "Load and Save" option and press Right on the controller to bring up the "Password" option. On the "Password" screen, enter your name as one of the codes shown below to unlock these cars.
High Roller: HGIROLREL
Buckshot: UBTCKSTOH
Sporticus: OPSRTISUC
Van Itty: VTYANIYTT
Gamecus: BSUIGASUM





Mirror Mode: Left, Left, Right, Square, Down, Down, Up, Triangle, Up, Right, Down, Up, Left, Down, Square.
No Scope: Right, Down, Right, Square, Right, Down, Right, Square.
Hidden Mode (All enemies are invisible): Right, Down, Right, Square, Up, Square, Square, Triangle, Down, Right, Down, Right, Square, Triangle.
Night Mode: Up, Right, Down, Left, Up, Square, Triangle. You will hear "Silent Scope" when entered correctly.
First-Person View: Up, Up, Up, Up, Down, Down, Down, Down.
No Enemy Targeting Mode: Right, Right, Right, Right, Left, Down, Up, Right.
Half of Life for 5 Seconds: Pause during play and press Up, Up, Down, Down, Left, Right, Left, Right, X, Circle.
5 Seconds for Half of Life: Pause during play and press Circle, X, Right, Left, Right, Left, Down, Down, Up, Up.

Smuggler's Run

In the middle of the game, press START to pause. Now you may enter any of the button sequences below. You will hear a beep when these are entered correctly. Once you complete a mission or return to the menu, the trick(s) will no longer be active until you enter them again.

Speed Increase: R1, L1, L2, R2, Right, Right, Right. You can do this code up to three times to get even faster speeds.
Speed Decrease: R2, L2, L1, R1, Left, Left, Left. You can do this code up to three times to get even slower speeds.
Half Gravity: L1, R1, R1, L2, R2, R2. Your car will float after going over any jump.
Zero Gravity Traffic: R1, R2, R1, R2, Up, Up, Up. Bump into any "traffic vehicle" on the ground and it will float away into the distance.
Invisible Off-Road Vehicles: R1, L1, L1, R2, L1, L1, L2. (Strangely enough, the cops will still know where you are.)

SSX

On the rider select screen, press Square to access the options. Next, press and hold L1+L2+R1+R2, then one of the following codes. You will hear a sound if the trick was entered correctly.

Unlock Everything: Down, Left, Up, Right, X, Circle, Triangle, Square. This will give you access to all riders, outfits, boards and courses in the game.)
All Attribute Points: Circle, Circle, Circle, Circle, Circle, X, Triangle, Square.
Crazy Runners: Square, Triangle, Circle, X, Square, Triangle, Circle, X. Your rider will have his board on his back and you will have to run the course on foot in order to win.
Unlimited Hints: Circle, X, Circle, X, Circle, X, Circle, X. On the "Loading" screen before the game starts, you will see all the hints appear one after another. Unfortunately, this doesn't stop and you will have to press the Reset button on your PS2 to get out of it.

Star Wars: Starfighter

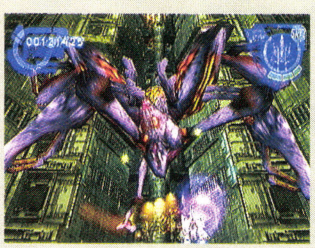
On the main menu, access the options, then go to "Code Setup." Now enter the following passwords to unlock each cheat as shown.

Unlock All Levels: OVERSEER (This will give you everything except the bonus multiplayer missions).
Bonus Multiplayer Missions: ANDREW
Secret Ship for Bonus Missions: BLUESNF
Disable Cockpit Display: NOHUD
Ship and Cast Pics: HEROES
Pre-production Art: PLANETS
Pictures of Simon: SIMON

Silpheed: The Lost Planet

Every Weapon Available: As soon as you get to the title screen, press START. When you get to the name entry screen, enter GLOIRE as your code name. After you have done this, go to the select weapon screen—you will see that all of the weapons will be available for each side of your ship!





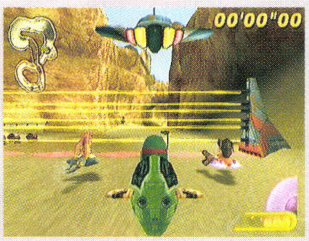

ANOTHER DAY AT THE OFFICE?
COLIN McKAY KICK FLIPPING INTO THE 20 FOOT TALL DC SUPER RAMP.
DCSHOECOUSA
DCSHOECO
SHOE FEATURED: COLIN'S NEW SIGNATURE MODEL: THE TEKRON
MAJOR FEATURES:
A ACTION LEATHER, NUBUCK OR SPLIT SUEDE UPPER
B PAL AB2000 POLYURETHANE-COATED LEATHER TOE CAP
C RUBBER HEEL AND TONGUE PULL TAB
D ULTRA LIGHTWEIGHT EVA MIDSOLE
E LIGHTWEIGHT BREATHABLE MESH WITH INJECTED TPR STRUCTURAL RIBS
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DC STICKERS, 770 SYCAMORE AVENUE #471, VISTA, CA 92083. OFFER VALID IN USA ONLY.

Star Wars: Super Bombad Racing

On the main menu, enter the following commands to unlock these replacement racers as shown.

Boba Fett: Square, Circle, Triangle, Circle, Square. Boba Fett's ship will replace any ship you choose on the racer selection screen.

AAT Battle Tank: Circle, Triangle, Square, Circle, Triangle, Square. The tank will replace any ship you choose on the racer selection screen.





Development Team Pics: TEAM
View Credits: CREDITS
Invincible Mode: MINIME
Jar Jar Mode: JARJAR (This will reverse your ship's controls.)
Director Mode: DIRECTOR (This will give you alternate camera angles in the game. Press SELECT for the views and R1 for zoom.)
Christmas FMV: WOZ (This brings you a video of a Nym having trouble opening a door. When he finally bashes it in, he gets a strange Christmas greeting.)

Summoner

Comedy Role Playing FMV: On the main menu screen, move down and access the "Credits" option. While the credits are scrolling, press X. You'll see a hilarious outtake of the characters from Summoner engaging in a role playing game.

Super Bust-A-Move

Secret Characters: On the title screen (where "Press Start Button" is flashing), press Triangle, Right, Left, Triangle. A sound will play and an icon will appear in the upper-left corner of the screen to indicate that the trick worked. Choose a mode at the Game Menu screen. Now Fungila and Katze will now be available as playable characters.

Another World: On the title screen (where "Press Start Button" is flashing), press Triangle, Left, Right, Triangle. A sound will play and an icon will appear in the upper-right corner of the screen to indicate that the trick worked. Choose the 1P Puzzle mode and all of the stages will be changed to new puzzles.

Swing Away Golf

Unlock All Golfers: On the main menu screen (with Story Mode, Normal Mode, Create Course and Options), press L2, R2, L2, R2, Up, Right, Down, Left, L1, R1. You will hear a sound if the code was entered correctly. Now go into either Story Mode or Normal Mode. Three more golfers (Sam, Meg and Steven) will now be available.

Tekken Tag Tournament

Begin with Tag Partner: If you want to start your match with your second player, just hold the Tag button on the loading screen until the match begins.

New Armor King Costume: Beat Arcade mode with Armor King, then at the character select screen, highlight Armor King and press START.

Tekken Bowl: Use Ogre to unlock True Ogre. (While bowling, you can see Dr. Boskonovitch jumping in the background. Aim to the left where he is, and if you get it just right, you will be able to K.O. him with the bowling ball!)

Jukebox: Get a score of 200 or more in Tekken Bowl. The jukebox will allow you to choose the background music that plays as you bowl.

Theme Park: Roller Coaster

These tricks are entered while playing the game. You will hear a sound when they are entered correctly (make sure you don't pause before entering them).

255 Golden Tickets: Up, Down, Left, Right, Circle, Right, Left, Down, Up, Circle (Press this button combination a total of four times to make it work).

Free Purchases: Left, Down, X, Circle. (Press this button combination a total of eight times to make it work).

Unreal Tournament

Invincibility: In the middle of the game, press START to pause. Then press Square, Circle, Left, Right, Circle, Square.

Level Skip: In the middle of the game, press START to pause. Then press Up, Down, Left, Right, Right, Left, Circle.

999 Ammo: In the middle of the game, press START to pause. Then press Left, Right, Circle, Circle, Circle, Right, Left.

Level Select: In the middle of a match, pause and choose to exit the game. Go to the main menu and choose to resume the game. Highlight the name of the saved game (character) you want, and press Up, Down, Down, Up, Left, Up, Right, Down. You will hear a sound. The "Select Ladder" screen will appear. Now you will see that all the matches are completed in each category, which makes them available to play.

Stealth Mutator: From the main menu, press Square, Square, Circle, Circle, Square, Square, Circle, Circle. You will hear a sound. Choose Multiplayer and on the "Select Game" screen, choose Mutators. move down the list until you see Stealth as an option. Choose this mutator to have all players equipped with cloaking devices.

Fatboy Mutator: From the main menu, press Circle, Circle, Circle, Up, Down, Down, Up, Circle, Circle, Circle. You will hear a sound. Choose Multiplayer and on the "Select Game" screen, choose Mutators. move down the list until you see Fatboy as an option. Choose this mutator to fatten up your character as he/she gets frags.

Winback: Covert Operations

On the title screen where it says, "Press Start," enter any of the following codes to get the corresponding result. You must enter each code before the game goes into demo mode.

Max Power: Press L1, R2, L2, R2, L2, Triangle, Circle, Triangle, Circle, then press and hold L1. While holding L1, press START. This option will appear on the main menu and will give you all weapons and unlimited ammunition.

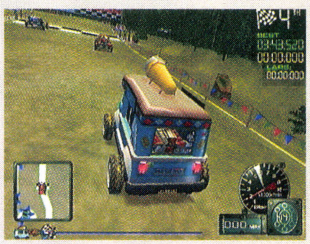
Trial: Press Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, then press and hold Triangle. While holding Triangle, press START. This option will appear on the main menu, and will allow you to begin from any level in the game.

All Characters: Press Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, then press and hold Circle. While holding Circle, press START. Go into Versus mode and access the "Character" option. You will see that all the characters will be unlocked and playable in this mode.

Sudden Death: Press L2, R2, L2, R2, Circle, Triangle, Circle, Triangle, then press and hold L1. While holding L1, press START. This option will appear on the main menu, and will make your character and opponents vulnerable to one-hit kills.

Wild Wild Racing

All Cars and Challenges: On the main menu screen, access the options. On the options screen, press and hold the Square button. While holding Square, press Up, Circle, Down, Circle, Left, Right, Left, Right, Circle. A new option called "Secret" will appear underneath the rest of the options. Access this new option and you will be able to turn all of the classes and challenges on. Next, go back to the main menu and choose Single Player. Enter your name as NORTHEND and you will hear a voice say, "Wild Wild Racing." Now go back to the Options and access the "Secret" option again. Another new option will appear called "Top Secret." In here, you can turn on All Cars, All Upgrades, I.C.V. and Saucy.

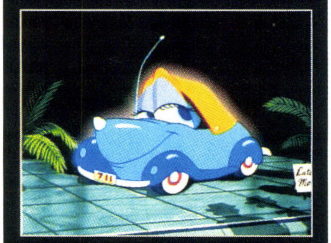




DVD Codes

The Adventures of Ichabod and Mr. Toad

Hidden Short Film: On the main menu, highlight and access "Bonus Material." On this screen, access "Mr. Toad's Wild Ride Trivia Game," and play it. Once you answer all the questions correctly, you will be rewarded with a short film called "Suzie: The Little Blue Coupe."

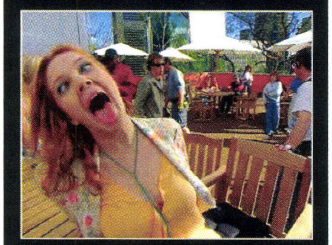


Charlie's Angels

Cameron Diaz: Access the first screen of "Special Features," then highlight "Getting 'G'ed Up." Press Right to highlight the middle of Cameron Diaz. Select the box for the video clip.

Bosley: Go to the next screen of "Special Features" and highlight "Wired Angels." Press Left to highlight a box on Bosley. Select this box for another video.

Arrow Movie: Finally, go to the last "Special Features" page and highlight the arrow that points left on the menu. While highlighting it, press Right and you will get one more hidden box. Select this box to access the final hidden video.



The Matrix

Two Hidden Documentaries: From the main menu, choose "Special Features" and then select "The Dream World." Highlight the red pill and select it to get the first hidden documentary. In the same Special Features screen, access "Cast & Crew Bios" and choose "Written and Directed by the Warchowsky Brothers." Another red pill will be on this screen. Select it to reveal another hidden documentary.




New
Green Apple flavor
SweeTARTS.
(Bite 'em at your own risk.)
Gummy SweeTARTS
Chewy SweeTARTS
GIANT CHEWY SweeTARTS
SweeTARTS
WITH NEW GREEN APPLE
Introducing Green Apple flavor. A tangy new twist in every package of SweeTARTS® candy. Just wait 'til your tongue gets a taste! But don't say you haven't been warned. And starting in June, check out FoxKids.com/SWEETARTS for 12 weeks worth of Green Apple SweeTARTS games, postcards and even a sweepstakes.
TWEAK YOUR TASTE BUDS.™
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GameShark Codes

Dino Crisis
Time Is 0:00:00 24C7AEE500000000
0 Continues Used
A44B1C3100000005
Always 1st Save 517B3AF700000000
All Maps 1EB55B31E0703041
9721AE1E
All Weapons 69EB66E10000FFFF
All Items 349129E70000FFFF
95E94757E0701041
9721AE1E

ESPN NBA 2Night
Start On 2nd Quarter
BE853BDDC0705041
BE863BDD00000001
Start On 3rd Quarter
BE853BDDC0705041
BE863BDD00000002
Start On 4th Quarter
BE853BDDC0705041
BE863BDD00000003
Start On Over Time
BE853BDDC0705041
BE863BDD00000004
Inf. Full Time Outs Away Team
A753190C00000063
Inf. 20 Sec Time Outs Away Team
F799DE1B00000063
Inf. Full Time Outs Home Team
647B3CFF00000063
Inf. 20 Sec Time Outs Home Team
B6D66D3300000063

Illbleed
[M] Must Be First 9C5D88F8
Infinite Cash 46AB462405F5E0FF
Inf. Hassy 95C8848100000009
Inf. Salad B017428E00000009
Inf. Steak Dinner CA2A792000000009
Inf. Ampoule E210E6CD00000009
Inf. Injection E228E6CD00000009
Inf. Intravenous Drip
18FD070D00000009
All Recovery Items
95CA8481E070F041
E14F6F60
[M] Must Be Last 245EECA9

Kao the Kangaroo
Press L To Refill Health
2C2C6CAD60704E1E
2267678400000064
Max Flags 900809DF00000063

Mars Matrix
[M] Must Be First 9C5D88F8
Infinite Credits E0E84D2F00000005
Infinite Lives P1 B3DFE96800000005
Quick Level Gain P1
7C12945905F5E0FF
Infinite Lives P2 87CC5F9900000005
Quick Level Gain P2
396F0AB105F5E0FF
P1 Invisible 893C6AB60000FFFF
P2 Invisible 35BEBF9A0000FFFF
Unlock Everything 3B0C3FAEE0703041
9721AE1E
Tons of Money 7391A146E070D041
E14F6F60
Max Total Score 58F775CCE070D041
E14F6F60
[M] Must Be Last 245EECA9

Metropolis Street Racer
Time Always 0:00:00
9048D81600000000
6 Garage Slots 1424568700000006

Continued on Page 24

Dreamcast

4 Wheel Thunder
Super Start: When you begin your race, wait for the countdown to reach "Go." As soon as this appears, press L-Trigger+A at the same time. You'll get a boosted start and a four-second boost as well.
Clean Pause: While the game is paused, press Y+X simultaneously to get rid of the text and see a clean action shot of your current game.
Infinite Slot Machine Retries: Once you finish a race, save your game. You may be awarded with a slot machine jackpot bonus game after the race. If you do poorly on the slots or just want to try it again, just load up your saved game and the slot machine will be available to play once again. You can do this as many times as you want.

Aerowings 2: Airstrike
Get Everything: When you begin your game, abort Training Mode and get to the "Game Select" screen. While on this screen, hold L-Trigger+X. With these held, press Y. You will hear a voice to confirm the code was entered correctly.

Army Men: Sarge's Heroes
From the main menu, go to the Input Code option and enter any of these passwords.
Spy Blue Mission: TRGHTR
Bathroom: TDBWL
Riff Mission: MSTRMN
Forest: TLLTRS
Hoover Mission: SCRDCT
Thick Mission: STPDMN
Snow Mission: BLZZRD
Shrap Mission: SRFPNK
Fort Plastro: GNRLMN
Scorch Mission: HTTTRT
Showdown: ZBTSRL
Sandbox: HTKTTN
Kitchen: PTSPNS
Living Room: HXMSTR
The Way Home: VRCLN (unlocks the secret characters in a multiplayer game).
Every Character in Multiplayer: BTTLN
Test Info: THDTST
Behind the Scenes: SFFRMV

Bust-A-Move 4
On the title screen with "Press Start Button" flashing, enter the following codes for the results shown. You will hear a sound if the code was entered correctly.
Another World: X, Left, Right, Left, X. Now you will have more puzzles available in Puzzle mode under the Arcade setting.
More Characters: Right, Right, X, Left, Left.
Tarot Card Reading: Up, X, Down, X, Up. At the game menu, go into the option screen to see the new "Tarot Reading" (Love) option.
Talk Demo: First enter the More Characters and Tarot Card Reading codes, then, at the title screen, press X, Up, Left, Down, Right, Up, X, Down, Left, Up, Right, Down, X. At the game menu, go into the option screen to see the new "Talk Demo" option.

Crazy Taxi
From the mode selection screen, choose either Arcade or Original Mode as well as the amount of time you want. Next, at the "Now Loading" screen, press and hold the following button combinations until the driver select screen appears.
No Arrows: Press and hold R-Trigger+ START. When the driver select screen appears, you will see "No Arrows" in the lower-left corner of the screen. If you haven't memorized the locations, you will have to listen to your passengers and pay attention where they point.
No Destination Mark: Press and hold L-Trigger+START. When the driver select screen appears, you will see "No Destination Mark" in the lower-left corner of the screen. You'll still see a small green outline around your destination point, but it won't be nearly as prominent as before.
Expert: Press and hold L-Trigger+R-Trigger+START. When the driver select screen appears, you will see "Expert" in the lower-left corner of the screen. The combination of No Arrows and No Destination Mark makes up the Expert Mode.
Hidden Bike: Go to the character select screen and highlight the driver you want. Press L-Trigger + R-Trigger three times simultaneously, then press the A button to pick your driver. You will hear bicycle chimes if entered correctly.

Dave Mirra Freestyle BMX
From the main menu, choose Proquest mode. Now enter these codes on the following screens for various results. You will hear a sound when they are entered correctly.
Slim Jim: On the select rider screen, press Down, Down, Left, Right, Up, Up, Y. You will hear a sound. Move Left until Slim Jim appears.
Unlock Bikes: On the bike select screen, press Up, Left, Up, Down, Up, Right, Left, Right, Y.
Styles Unlocked: On the "Style" screen, press Left, Up, Right, Down, Left, Down, Right, Up, Left, Y.
Every Level Open: From the main menu screen, choose the Proquest Mode. Go to the level select screen and press Left, Up, Right, Down, Left, Down, Right, Up, Left, Y.

Dead or Alive 2
Change View of Victory Pose: As your character does its victory pose, hold X and move the Pad or Analog Stick to rotate the view. Press the B button to zoom in.
Full Screen Pause: During the game, press START to pause. Press the R-Trigger button to get a clean game screen without the text.
Girl Art: Place the Dead or Alive 2 disc into a PC compatible CD-ROM drive. Access the disc and look for a folder called "Bonus." In this folder are several images of the DOA2 girls in bikinis.
Uncut Demo: On the mode select screen, choose Option. On the "Option" screen, choose Game Setting. From "Game Setting" choose Others. On the "Other Setting" screen, change Your Age to a number higher than 21 (99 is optimal). Now go back to the mode select screen and pick Survival Mode. Play through this mode until you get onto the top ten ranking list and put in your name as REALDEMO. Now go back to the title screen and wait until the demo starts. You will then see the uncut demo with one of the scenes showing Kasumi in her birthday suit, lying in a gelatin-like substance.

Draconus: Cult of the Wyrm
On the title screen where it says, "Press Start Button," press X, Y, Y, X, X, Y, Y. This is the first part of the codes shown below. You will hear a sound to confirm that the code was entered correctly. Now begin a new game or load a previously saved one. In the middle of the game, press START to pause and then enter the following buttons codes to get the the corresponding trick.
Level Skip: Press and hold the L-Trigger+R-Trigger buttons simultaneously. While holding these buttons, press Down on the D-pad.
Invincibility and One-Hit Kills: Press and hold the L-Trigger+R-Trigger buttons simultaneously. While holding these buttons, press Right, then UP, then START. You won't take any more damage and your instant kills will be worth 50,000 points!
Regain Life Points: Press and hold the L-Trigger+R-Trigger buttons simultaneously. While holding these buttons, press Left, then Up, then START.

F355 Challenge: Passione Rossa
Access the options screen, then press and hold X+Y. You will see a password option appear above Exit. Holding X+Y, move down and access the password option by pressing the A button. Now you may enter any of the following passwords to unlock the courses as shown below (the passwords are case sensitive).
Fiorano Track: CinqueValvole
Nurburgring Track: LiebeFrauMilch
Laguna-Seca Track: Stars&Stripes
Sepang Track: KualaLumpur
Atlanta Track: DaysofThunder

Grand Theft Auto 2
On the main menu screen, choose "Play." At the next menu, move up to the player name and change it to one of the following names to unlock these cheats as shown.
Invincibility: INFINITY
99 Lives: BIGCATS
Every Weapon: BIGGUNS
Level Select: SESAME
Recover Weapon After Death: LOSTTOYS
Double Damage: DBLWAMMY
Unlimited Electric Gun: BIGFRIES
No Police: LAWLESS
Get the 5X Multiplier: BOYAKASH
Max Respect from All Gangs: ALLFRIEND
More Blood: WOUNDED
Get $500,000: MUCHCASH
Get $9,999,999: ULTIMATE
Pedestrians Are Elvis: ERRHUH (Note: If you run over an entire group of Elvis pedestrians with a car, you will get the message, "Elvis has left the building.")
Unlimited Flame Thrower: TOASTIES
Invisible Player: SCOOBYDO.

Hidden and Dangerous
(Important Note: You need to have your Dreamcast keyboard plugged into port B on the Dreamcast to make these codes work.) First, choose "Start Game" from the main menu screen and when asked to enter your name, type IWILLCHEAT on the Dreamcast keyboard and press the Enter key. Next, go through the setup process by choosing your

EIGHTEEN 18 WHEELER™

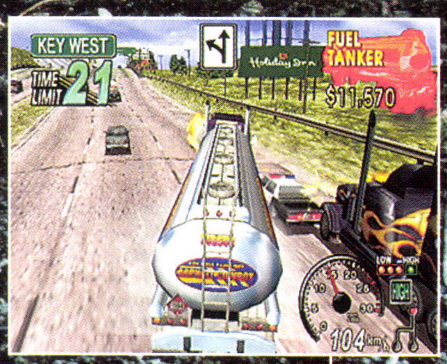
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EVERYONE
E
CONTENT RATED BY ESRB
Animated Violence

Dreamcast.







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GameShark Codes

Continued from Page 22

All Showroom Cars (Press Y)
40E90A14A0704DDE
5956377AE06BF041
20703041
Unlock All Chapters (Press Y)
40E90A14A0704DDE
B1563A9A00000018
Chapters Completed (Press Y)
40E90A14A0704DDE
1CE55687006D5041
E0707041
Chapter Races Unlocked (Press Y)
40E90A14A0704DDE
EE4658824082B041
E0705041
All Circuits Unlocked (Press Y)
40E90A14A0704DDE
E9465885404F7041
E0707041
Unlock All Cheats (Press Y)
40E90A14A0704DDE
5F36377CE0701041
E0507061

NBA Showtime: NBA on NBC

Start On 2nd Quarter
B20530DDC0705041
B20630DD00000001
Start On 3rd Quarter
B20530DDC0705041
B20630DD00000002
Start On 4th Quarter
B20530DDC0705041
B20630DD00000003
Start On Over Time
B20530DDC0705041
B20630DD00000004

Resident Evil Code: Veronica

Always P1 Turn 1B54281000000000
Always P2 Turn 1B54281000000001

Silent Scope

Weak Harrier 644B6AE400000000
Weak Monica E727192800000000

Spawn

Infinite Health P2 E4CF0D18000001F4

Spider-Man

Unlock Storyboards
8B70833120703FC2
7805DD3300000102
All Levels 8B70833120703FC2
A1DB5FA000000101
C06AA9C9E06F5041
E0507061
All Costumes 8B70833120703FC2
487A11F800000FFF
All Character Viewer
8B70833120703FC2
8D134331FFFFFFFF
All Movie Viewer 8B70833120703FC2
D8184DEEFFFFFFFF
All Comic Collection
8B70833120703FC2
10E4D8A0FFFFFFFF
All Game Covers 8B70833120703FC2
640BA570FFFFFFFF
Infinite Health 8CE0896E60704F63
8CE3896E00000009
Infinite Webbing B0253EDA207052A2
B0263EDA00000009
Toon Spidey 120418F300000001
Invulnerable DC8882FE00000001
Stickman DA388DBD00000001
Unlimited Webbing
C28BE6D900000001
Pulsating Head Mode
88F38C2100000001

mission, men, team and weapons. In the game, type in these codes on the DC keyboard for the results as shown. You will hear a click sound if you entered the code correctly.
Level Skip: MISSIONOVER
Restore Health: GOODHEALTH
Invincibility: CANTDIE (Note: Explosions and trains can still hurt or kill you.)
All Doors in Mission Open: OPENALLDOOR
Instant Death: KILLTHEMALL (Note: Use caution with this trick, as it kills hostages as well.)
Player Coordinates Displayed: PLAYERCOORDS
All Weapons and Items: ALLLOOT
Enemy View---Front: ENEMYF (This will give you a view behind the nearest enemy. Keep typing it again and again to cycle forward through the next nearest enemies.)
Enemy View---Backward: ENEMYB (This will cycle backward through the enemies.)
Huge Heads: FUNNYHEAD
Debug Frame: DEBUGDRAWWIRE (This puts a strange debug picture box on the screen.)
Fail Mission: GAMEFAIL
The End: SHOWTHEEND

Kao the Kangaroo

In the middle of the game, press START to pause. Now choose the "Back to Map" option. On the "Back to Map" screen, first hold L-Trigger+R-Trigger, then, while holding these buttons, enter the following codes.
Level Select: Up, Down, Right, Left, Up, X.
Level Skip: Up, Up, Left, Down, X. The next level will turn from black and white to color.
Extra Glove: Down, Right, Left, Down, A.
Extra Checkpoint: Up, Right, Down, Left, A

Legacy of Kain: Soul Reaver

Press START to pause in the middle of the game and enter any of these codes. You will hear a confirmation sound after each code is entered.
Refill Health: Hold L-Trigger and press Down, B, Up, Left, Up, Left.
Next Level Health: Hold L-Trigger and press Right, A, Left, Y, Up, Down.
Maximum Health: Hold L-Trigger and press Right, B, Down, Up, Down, Up.
Refill Magic: Hold L-Trigger and press Right, Right, Left, Y, Right, Down.
Maximum Magic: Hold L-Trigger and press Y, Right, Down, Right, Up, Y, Left.
Pass Through Barriers: Hold L-Trigger and press Down, B, B, Left, Right, Y, Up.
Wall Climbing: Hold L-Trigger and press Y, Down, X, Right, Up, Down.
Hurt Raziel: Hold L-Trigger and press Left,B, Up, Up, Down.
Force: Hold L-Trigger and press Left, Right, B, Left, Right, Left.
Constrict: Hold L-Trigger and press Down, Up, Right, Right, B, Up, Up, Down.
Force Glyph: Hold L-Trigger and press Down, Left, Y, Down, Up.
Stone Glyph: Hold L-Trigger and press Down, B, Up, Left, Down, Right, Right.
Sound Glyph: Hold L-Trigger and press Right, Right, Down, B, Up, Up, Down.
Water Glyph: Hold L-Trigger and press Down, B, Up, Down, Right.
Sunlight Glyph: Hold L-Trigger and press Left, B, Left, Right, Right, Up, Up, Left.
Fire Glyph: Hold L-Trigger and press Up, Up, Right, Up, Y, X, Right.
Shift at Any Time: Hold L-Trigger and press Up, Up, Down, Right, Right, Left, B, Right, Left, Down.

Looney Toons Space Race

From the main menu, access the options. In the "Options" screen, access "Cheats." On the "Cheats" screen, enter any of these codes for the results as shown. The screen will flash and Foghorn Leghorn will say, "There y'are. Have fun!"
Unlock Off-World City Limits 1: DURNIDGIT
Unlock Off-World City Limits 2: PALOOKA
Unlock Galactorama Park 1: YOIKS
Unlock Galactorama Park 2: DODGPARRY
Unlock the Pyramids of Mars 2: SCWEWBALL
Unlock Wild West Quadrant 1: HOGGRAVY
Unlock Planet ACME 2: MAROON
Unlock The Nebula: MRFUZZY
Unlock Marvin the Martian: REDWAGON
Unlock Porky Pig: YAVARMINT
Every Gallery Item Open: MICHIGANJ
Unlimited Turbo Boost: DUCKAMUCK
No Gags in Game: SUCCOTASH
All Tracks Mirrored: SAMRALPH
Every Challenge Open: MOIDALIZE
Every ACME Event Open: 3LILBOPS
Open Up Everything in the Game: CHEESFISH

Magforce Racing

All Tripods, Classes and Tracks: On the main menu, highlight the vehicle select and hold the X+Y buttons simultaneously. While holding these, press Up, Left, Down, Right, Right, Up, Down, Right. You will hear a sound when the trick is entered correctly. Now access the vehicle and track select options to see all the new tripods, classes and tracks at your disposal.

MDK2

Full Screen Pause: During the game, press START to pause. Then press X+Y simultaneously to get a clean game screen without the text.
PC Pictures and Sounds: Place the MDK2 disc into a PC compatible CD-ROM drive. Access the disc and look for a folder called "MDK2." Inside, you'll find picture and sound files that you can view and play on your computer.

NBA 2K1

From the main menu, access the options screen, then select "Codes." On the "Cheat Codes" screen, type in your password as one of these shown below.
Hidden Teams: vc
Be the Ball: betheball
Giant Heads: heliumbrain
Wierd Commentary: whatamisaying
Taunt After Shot Is Made: sohappy

NBA Hoopz

On the "Tonight's Matchup" screen, enter these codes with the Turbo, Shoot and Pass buttons the number of times shown, and then press the D-pad in the direction indicated by the code (For 4-3-2 Up, you would press Turbo four times, Shoot three times, Pass two times and then press Up).
Show Shot Percentage: 0-1-1 Down
Beach Court: 0-2-3 Left
Show Hotspot: 1-1-0 Down
No Fouls (2P must agree): 2-2-2 Right
Away Uniform: 0-2-4 Right
No Hotspots (2P must agree): 3-0-1 Up
Big Heads: 3-0-0 Right
Tiny Heads: 3-3-0 Left
Infinite Turbo: 3-1-2 Up
Street Court: 3-2-0 Left
Home Uniform: 0-1-4 Right
ABA Ball: 1-1-1 Right
Tiny Players: 5-4-3 Left
Granny Shots: 1-2-1 Left
No Goaltending: 4-4-4 Left

NBA Showtime

On the "Tonight's Match-Up" screen, enter these codes with the Turbo, Shoot and Pass buttons the number of times shown and then press the Pad or Stick in the direction indicated by the code (For 4-3-2 Up, you would press Turbo four times, Shoot three times, Pass two times, then press Up).
Tournament Mode: 1-1-1 Down.
Show Shot Percentage: 0-0-1 Down.
Show Hotspot: 1-0-0 Down.
No Hotspots: 2-0-1 Up (2p must agree).
Big Head Mode: 2-0-0 Right.
Team Uniform: 4-0-0 Right (2p must agree).
Alternate Uniform: 4-3-0 Right.
Midway Uniform: 4-0-1 Right.
Home Uniform: 4-1-0 Right.
Away Uniform: 4-2-0 Right.
Fog: 1-2-3 Up (Outdoor courts only).
Thick Fog: 1-2-3 Down (Outdoor courts only).
Night Fog: 1-2-3 Left (Outdoor courts only).
Swamp Fog: 1-2-3 Right (Outdoor courts only).
Rain: 1-4-1 Left (Outdoor courts only).
Snow: 1-2-1 Left (Outdoor courts only).
Blizzard: 1-3-1 Left.
No Replays: 3-3-1 Left.
No Tipoff: 4-4-4 Up (2p must agree).

NHL 2K

From the "New Game" menu, choose either Exhibition, Season or Playoff. Go to Custom Players and change the first and last names of your player to one of the names shown below. Once you do this, press A to accept the player. Back at the "New Game" menu, go to Trade Players and on the "Roster Manager" screen, choose the Free Agents pool. Scroll through the players until you see the one you created. Now press A to select the player and X to execute the trade. Press A again to accept this trade agreement. Go back to the "New Game" menu once more and select Edit Lines. In this menu, move over to the players (either on the ice or scratched) and you will see the faces or message for the players you created.
Tony Twist: Tony Twist
Ron Hextall: Ron Hextall
Marty Reasoner: Marty Reasoner
Wayne Gretzky: Enter this name to see "Thanks for the Memories" over the head shot on the "Edit Lines" screen.
D Port Codes: *Have a controller plugged into the fourth port (D) on your Dreamcast and enter these tricks with it.*
Black Box Team: When the logo for Black Box appears, press and hold the L+R buttons. While holding these, press B, B, X. You will hear the announcer say, "Oh, Black Box, baby." Now Black Box is available in the choice of teams.
Big Heads: When the logo for Black Box appears, press and hold the L+R buttons. While holding these, press B, A, B, Y. You will hear the announcer say, "Oh, Black Box, baby." Everyone on the team will have big heads except for the goalie.

Phantasy Star Online

New Costume Colors: From the main menu screen, choose "New Game" and at the character select screen, pick a character. Now, enter one of these names on the "Character Name" screen. After putting in the name, choose the Enter key and you will hear a sound to confirm correct code entry. Now move up to the "Costume" or "Body Color"

Kick Some Rusty Metal Butt!



PlayStation.2

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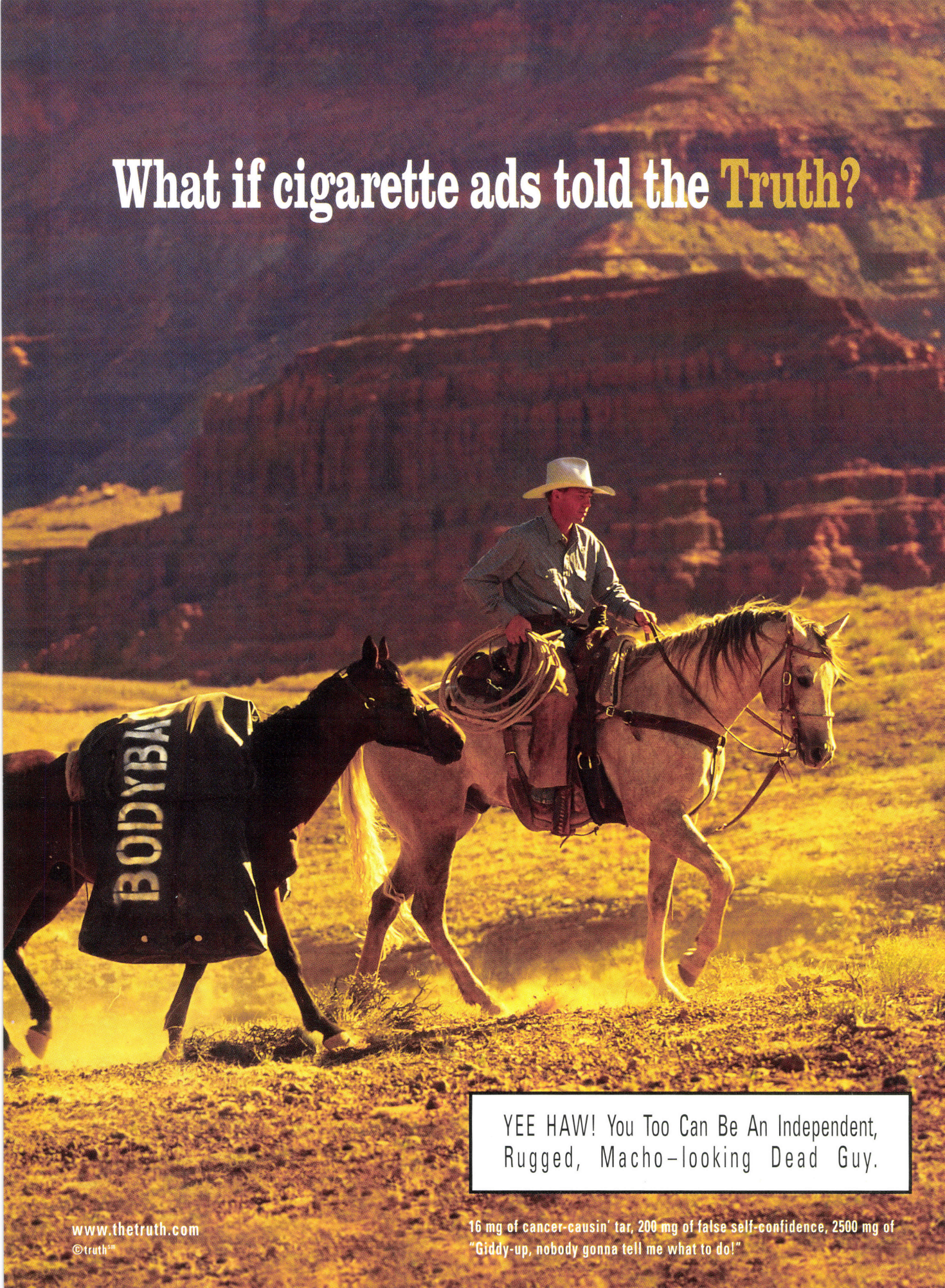
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Daytona USA

Speed Start: On a track where you don't have a rolling start, such as Dinosaur Canyon, wait for the countdown and hold the R-Trigger about halfway down so the RPM pointer is in the yellow part of the gauge. When the countdown hits 2, press and hold the L-Trigger button. As soon as you see the word, "Go," let go of the L-Trigger and press the R-Trigger all the way down, and you will get a speedy start that will put you ahead of many of the cars on the track.





option and you will see that there are now nine colors instead of seven.
Fomar: DNEAOHUHEK
Fonewm: ASUEBHEBUI
Fonewearl: XSYGSSHEOH
Humar: KSKAUDONSU
Hucast: RUUHANGBRT
Hunewearl: MOUEOSRHUN
Ramar: SOUDEGMKSG
Racast: MEIAUGHSYN
Racaseal: NUDNAFJOOH

Plasma Sword

Highlight the appropriate character on the character select screen, then enter the code.
Play as Kaede: Highlight Rain and press Down, Down, Left, Left, Up. Kaede will appear in a box above Rain.
Play as Rai-On: Highlight Byakko and press Up, Down, Left, Left, Right, Left, Up. Rai-On will appear in a box above Byakko.
Play as Evil Gamof: Highlight Gamof, then hold START and press A.

Rainbow Six: Rogue Spear

Cheat Menu: In the middle of the game, press and hold the L-Trigger+X+Y+A+B. With these held, press Down on the D-pad. A "Cheat Codes" menu will appear with four names. Choose one of the names to get a list of cheats you can activate. Here are the four names and what they give you.
Sherman: Avatargod, Teamgod, Explore, Win Mission.
Rommel: Big Noggin, Mega Noggin, Clod Hopper, Stumpy
Ike: 5 Finger Discount, 1-900, Turn Punch Kick, Silent but Deadly.
Grant: The Shadow Knows, Team Shadow, Fast Action Team, No Brainer.

Rayman 2: The Great Escape

Hidden Mini Game: On the title screen, press START, then immediately hold L-Trigger+R-Trigger and press B, B, B, B while the screen is scrolling down. Now, on the menu, you will have access to a new option called "Globox Disc Access." Choose this option and you'll be taken to a mini game that you can play with multiple players.

Ready 2 Rumble: Round 2

Unlock All Boxers: From the main menu, choose Arcade Mode. Then select one or two players. On the boxer select screen, press Left, Right, Left, Left, Right, Up, Down, R-Trigger, R-Trigger, R-Trigger, R-Trigger, R-Trigger, L-Trigger. A bell will sound and all the characters will be available.

Resident Evil 2

Unlimited Ammunition: In the middle of the game, press the B button to bring up the inventory screen. Now press Up, Up, Down, Down, Left, Right, Left, Right, R-Trigger. The number of bullets under each gun you possess will turn into an infinity symbol. After you pick up a new gun, it will also have unlimited ammunition!
Secret Film D: Go to the S.T.A.R.S. office, which is located upstairs in the police station. Search the desk where it says, "It's trashed. Someone must have searched it." Do this a total of 50 times. On the 50th time, Film D will appear. Take the film and go back downstairs and through the door at the end of the small hallway, on the left of the stairs. Go into the red room and develop the film. You will now see a picture of Rebecca from the first Resident Evil in a basketball uniform.
Hidden Outfits: Begin the original game and, while playing, don't pick up any bullets, guns or items. Make your way to the stairs leading to the tunnel next to the police station. Go down the stairs and you will be faced with a zombie (he's actually Brad Vickers from the first Resident Evil). Kill him and search his body. You will find a Special Key. Take the Special Key and go into the police station. Make your way to the room at the bottom-right of the stairs. In this room there will be a film development room, a locker and a desk. Go to the locker and use the Special Key to open it. Inside will be new clothes for either Claire or Leon.

Re-Volt

From the main menu, choose "Start Race." Then select a Single Race. Now enter your name as one of the codes as shown below for various results.
Access All Cars: CARTOON
Access All Tracks: TRACTION
All Weapons Available: OYOY (While playing a game, just press L-Trigger+R-Trigger repeatedly to cycle through the choices.)
Access to the Probe U.F.O.: YUEFO
Change Cars in a Race: CHANCER (Just press Up or Down at the pause menu to change your car.)
Tiny Racers: MAGGOT
Hifi Mode: FLYBOY
Change Progress Table: GOATY (Edit your wins, losses, etc.)

Samba de Amigo

On the main menu screen, choose either Arcade or Original. On the mode select screen, use the left Maraca or the D-pad to access the following new modes.
Random: Hold Down until "Random" appears in the middle of the screen.
Super Hard: Hold Up until "Super Hard" appears in the middle of the screen.

San Francisco Rush 2049

On the main menu screen, move down and highlight "Options." Then press the L-Trigger+R-Trigger+X+Y buttons simultaneously. Keep doing this until you see a new option called "Cheats" appear at the bottom of the menu. Access this new option to get a list of all the cheats you can unlock with these codes as shown. (Note: The timing is tricky on these codes—you must enter them VERY quickly and you may need to try them several times before they will appear)
Random Weapons: Highlight Random Weapons. Press and hold L-Trigger+A. While holding these, press X, Y. Release all buttons. Press and hold R-Trigger+A. While holding these, press X, Y.
Invisible Track: Highlight Invisible Track. Press R-Trigger, L-Trigger, Y, X, A, A, X, Y. Then press and hold L-Trigger+R-Trigger. While holding these, press A.
Mass: Highlight Mass. Press and hold A. While holding this button, press X, X, Y. Release the A button. Press L-Trigger, R-Trigger.
Brakes: Highlight Brakes. Press Y, Y, Y, then press and hold L-Trigger+R-Trigger+A+X.
Demolition Battle: Highlight Demolition Battle. Press and hold the L-Trigger+A. While holding these, press Y, X. Release all buttons. Press and hold R-Trigger+A. While holding these, press Y, X. All weapons in battle mode will be the battering ram.
Super Tires: Highlight Super Tires. Press and hold the R-Trigger. While holding this, press X, X, X. Release the R-Trigger. Press and hold the L-Trigger. While holding it, press A, A, Y.
All Cars: Highlight "All Cars." Press A, A, Y, Y, L-Trigger, L-Trigger. Hold R-Trigger+X. Release all buttons. Hold L-Trigger+A.

Seaman

Rapid Evolution: Once your Seaman eggs have hatched and four of them have been eaten by the Nautilus, they will evolve. Once this evolution process happens, you can do this trick. After you've saved your session, turn the Dreamcast off and pop open the lid on your system. Turn on the power again and when the screen comes up, access the Settings file. Change the Date/Time to one or two days ahead. Set it and then start up the Seaman game again. The game will think that this time has actually passed. Repeat this process to develop your Seaman more rapidly. Remember to clean the tank and heat it each time to make sure he's growing well.

Sega Rally 2

At the title screen, put in the following codes for the results as shown. If done correctly, you should hear a confirmation sound.
All Cars: Up, Down, Up, B, A, Left, B, B, Down.
All 10 Year Raceways Open: Up, Left, Down, Right, B, A, B, Right, Down.
Increased Frame-Rate: Up, A, Down, Down, Left, Right, B, B, Down.

Sega Smash Pack: Vol 1 (Altered Beast)

Cheat Menu: At the title screen, press and hold the A button, then press START. A cheat menu will appear where you can choose your starting round, difficulty level, power and number of lives! Press START to go back to the title screen. To begin at your selected level, press and hold X, and with X held, press START.
Continue on Current Level: After you lose all your lives, go back to the title screen, hold X, then press START. You will begin on the stage you were previously playing, with a full count of lives.
Choose Your Altered Beast: At the title screen, press and hold X+A+B+Down-Left. While holding all of these buttons, press START. You will get a menu where you can choose which beast you will become on each level.

Sega Smash Pack: Vol 1 (Columns)

Easy Magic Jewel: Put the game on the Easy difficulty. At any point during play, fill up the entire left or the entire right two columns with jewels, leaving one space at the top of each of the columns. Once you do this, a magic jewel will appear. Maneuver the magic jewel to the top of one of the columns to get rid of the set of regular jewels it touches. Since it is at the very top of the screen, two pieces of the jewel will be left to eliminate another set of jewels! If you have an empty column in the game, you can drop the magic jewel to the bottom of the column for an easy 10,000 points!

Sega Smash Pack: Vol 1 (Golden Axe)

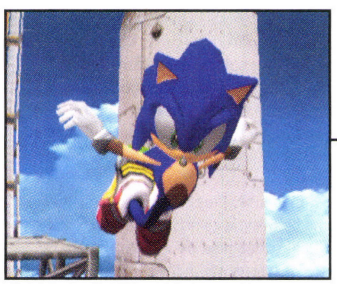
Level Select: From the main menu, choose Arcade. On the select player screen, press and hold diagonally Down-Left on the D-pad. You will see the characters spin. While still holding Down-Left, press A+START simultaneously. A number will appear in the upper left corner of the screen. This is the number of your starting level. Press Up or Down on the D-pad to change this number, and then press START to begin there.
9 Credits: From the main menu, choose Arcade. On the select player screen, press and hold diagonally Down-Left on the D-pad. You will see the characters spin. While still holding Down-Left, press X+B simultaneously. Let go of all buttons and press START. When you die in the game, you will see that you have 9 credits to continue.

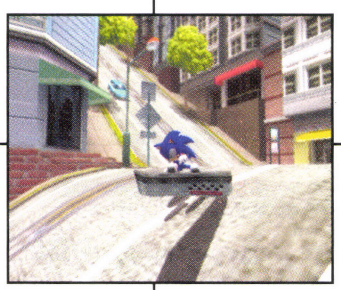
Sega Smash Pack: Vol 1 (Phantasy Star II)

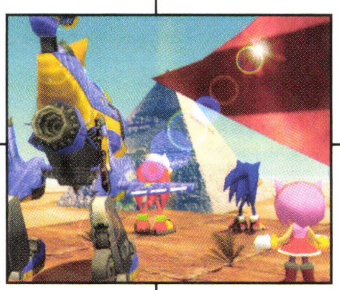
Slow Motion: While in the middle of the game, press START to pause. Now press and hold A. While holding A, you can move around the town with the D-pad, but you will be moving in slow motion. Also, while paused, you can tap the B button while holding a direction on the D-pad to move frame by frame.
Keep the Music: Press START to pause the game before you go from one scene to the next. Press and hold the X button and move to the next screen with the D-pad. Now unpause the game. The music from the previous scene will be playing on your current one.

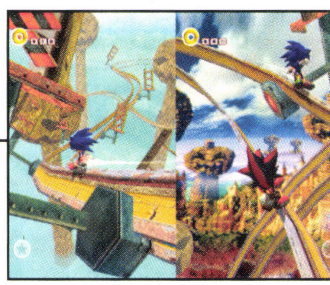


GOOD HEDGEHOG.









SEGA.COM/SONICADV2

Play as Sonic and board, swing and grind to save the world.

SONIC TEAM™

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EVIL, SINISTER, MALCONTENT HEDGEHOG.







SONIC ADVENTURE 2

EVERYONE E CONTENT RATED BY ESRB Violence

Play as Shadow, Sonic's evil double, and conquer the world.

Dreamcast

Sega Smash Pack: Vol 1 (Revenge of Shinobi)

Infinite Shurikens: Access the "Options" screen and move down to the "Shurikens" option. Set the number of Shurikens to 00. After you do this, wait until you see the number turn into an infinity symbol. You now have infinite shurikens to use throughout the entire game.

Sega Smash Pack: Vol 1 (Sonic the Hedgehog)

Mess With the Demo: While the Demo is playing, press and hold X+A+B. Sonic will run into walls, jump into enemies, etc.
Slow Motion, Frame Advance and Restart: On the title screen, press Up, B, Down, B, Left, B, Right. You will hear a sound to confirm that the code was entered correctly. In the middle of the game, press START to pause. Pressing X will reset the game and bring you back to the title screen. Holding A will enable slow motion play. You must hold A the entire time for slow motion to continue. Pressing B will advance one frame of animation. Keep pressing B while moving to continue advancing frames.
Debug: On the title screen, press Up, B, Down, B, Left, B, Right. You will hear a sound to confirm that the code was entered correctly. Now hold the X button and press START. Keep holding X until the first level appears. If you see a jumble of letters and numbers on the top-left of the screen, you will know you did the code correctly. Press A to change Sonic into a ring. After this, you can press X repeatedly to cycle through different objects in the game. Once you get to an object you want, press B to place it on the screen. You can place a multitude of objects anywhere you want throughout the level. To change back to Sonic, press A again.
Level Select: On the title screen, press Up, Down, Left, Right. You will hear a sound. Then hold X and press START. A "Stage Select" screen will appear where you can choose any level, special stage and sound select.

Sega Smash Pack: Vol 1 (Streets of Rage 2)

Stage Select, New Difficulties and 9 Lives: (Note: Make sure you have two controllers plugged in before you do this trick.) On the main menu screen (with 1 Player, 2 Player, Duel and Options), take controller 2 and move down to "Options." With "Options" highlighted, press and hold the X+A buttons. With these held, press START. On the options screen, you will see a new option called "Round." Here you can choose your starting stage. Also, two new difficulties (Very Easy and Mania) will be opened. You can also set your lives up to 9.

Sega Smash Pack: Vol 1 (Vectorman)

Cheat Menu: From the main menu, access the Options. On the Options screen, press X, A, A, X, Down, X, A, A, X. Refus Q. Orbot's Private Option Screen will appear. Now you can increase your health, lives, starting level and start shot.
Life Refill: In the middle of the game, press START to pause. Now press X, A, X, B, X, Down, X, A, Right, X and unpause the game. All of your life points will be refilled.
Level Warp: On the Sega logo screen (where Vectorman is standing on top of the A), move Vectorman underneath the logo. Jump up and hit your head on the logo 12 times. Then shoot anywhere on the screen 24 times. After this, you will see the words, "Get Ready" and then the letters from the Sega logo will start falling in a pattern back and forth throughout the screen. You must use Vectorman to catch these letters as they fall. A total of 120 letters will fall and you must catch at least 90 to warp to level 5. If you catch 110 or more, you will warp to level 10.
Destroy the Logo: On the Sega logo screen, move Vectorman over to the right side, in-between the A in Sega and the right edge of the screen. Begin shooting up and you will notice that you're hitting something. It is actually a TV. Keep shooting it until it is destroyed, and it will leave a power-up. Collect the power-up and shoot the Sega logo to destroy it.
Sprite Boundaries: To show Vectorman's sprite boundaries, press START to pause. Then press X, A, X, B, X, A, A and unpause the game.

Silent Scope

On the mode select screen, enter these codes as shown to get the corresponding tricks.
Professional Mode: Hold the R-Trigger and quickly press START, START, START, START.
Night Vision Mode: Hold the R-Trigger and quickly press START, START, START, START, START.
Professional Night Vision Mode: Hold the R-Trigger and quickly press START, START, START, START, START, START.
No Crosshair: Right, Right, Right, X. You will hear an explosion when entered correctly.
Romantic Mode: Left, Right, Right, X, Y. You will hear "Wow!" when entered correctly.
Super Fast Speed: Down, Y, Up, X, Y, Down, Right, Down, Right, X, Y.
Mirror Mode: Left, Left, Right, X, Down, Down, Up, Y, Up, Right, Down, Up, Left, Down, X.
No Scope: Right, Down, Right, X, Right, Down, Right, X.
Hidden Mode (All enemies are invisible): Right, Down, Right, X, Up, X, X, Y, Down, Right, Down, Right, X, Y.
Night Mode: Up, Right, Down, Left, Up, X, Y. You will hear "Silent Scope" when entered correctly.
First-Person View: Up, Up, Up, Up, Down, Down, Down, Down.
No Enemy Targeting Mode: Right, Right, Right, Right, Left, Down, Up, Right.
Half of Life for 5 Seconds: Pause the game during play, then press Up, Up, Down, Down, Left, Right, Left, Right, A, B.
5 Seconds for Half of Life: Pause the game during play, then press B, A, Right, Left, Right, Left, Down, Down, Up, Up.

Sonic Adventure

Play as Super Sonic: First, you need to beat the game with all of the characters. When that happens, you will be able to choose Super Sonic from the player select screen. You'll begin as regular Sonic in Mystic Ruins by the lake. Go into the cave (formed be an explosion) until you reach the Green Crystal Shrine. Head around back until you find the place Dr. Robotnik (Eggman) crashed. You'll see a new cinema, and fire will surround the Green Crystal Shrine. Run toward the shrine for another cinema. This is where Chaos comes in. Keep heading toward the shrine and another cinema will be triggered. Once Tails wakes you up, go back to the lake in Mystic Ruins. Now go through the mine car tunnel and another cinema will appear that resembles the first cinema of the game. Sonic will face with Perfect Chaos and his friends will gather all the Chaos Emeralds to make him Super Sonic in the final battle!

Soul Calibur

Hidden Commands: As hidden features appear, "3rd Costume," "Weapon Select" and "Metal Model" become available.
3rd Costume: In the character select screen, place the cursor on the character, press the Y button and select. Only certain characters have a third costume. Refer to the "3rd Costume" table for a listing of these characters.
Weapon Select: In the character select screen, place the cursor on the character and press the L-Trigger to display weapons, then select the desired weapon. For Edge Master and Inferno, this feature will not result in any changes.
Metal Model: In the character select screen, place the cursor on the character and hold down the R-Trigger and select. The Metal Model can be used together with the third costume.

Speed Devils

Enter these codes while in the middle of a race. Don't pause the game!
All Tracks and Cars: B, Right, B, Right, Up, B, Up.
Unlimited Nitros: Down, Up, Down, Up, A, X, A.
Skip Current Class: Down, Right, Down, Right, A, X, A.
More Money: A, Right, A, Right, Up, B, A. *Note: This works in Championship Mode only.*

Star Wars: Demolition

On the main menu screen, access the options. Next, go into the preferences. On the "Preferences" screen, press L-Trigger+R-Trigger simultaneously. This will bring up the "Passcode" option. Enter your passcode as one of these shown below to automatically be taken to a sequence of cinemas. Press A to get past the cinemas you don't want to see.
Unlock Winner FMVs: MOVIE SHOW
Unlock Loser FMVs: SAD MOVIES
New Characters: On the main menu screen, access the options. Next, go into the preferences. On the "Preferences" screen, press L-Trigger+R-Trigger simultaneously. This will bring up the Passcode option. Enter your passcode as WATTO_SHOP and then press A to accept it. Now go back to the main menu and choose a one or two player game. Choose your Arena and on the "Choose Contestant" screen, press Left to see three new characters; Lobot, Boushh and Darth Maul.

Star Wars Episode 1: Jedi Power Battles

Jedi Power Battle Mode: On the main menu screen, choose "New Game" and start a two-player game. In the middle of play, take controller 1 and press and hold R-Trigger+X+Y+B. With these held, press A. This will allow you to damage your partner. To turn this mode off, just do the trick again.

Street Fighter Alpha 3

Play as Shin Akuma: On the character select screen, highlight Akuma. Then hold START and press A. The regular Akuma will now be Shin Akuma.
Play as Super M. Bison: First, beat the game with a World Tour character on Level 8 without continuing. Once you do this you can hold START and press A to select Super M. Bison.

Street Fighter III: 3rd Strike

Load the game, then press and hold the following codes until the Capcom logo appears.
De-Interlaced Mode: Press and hold L-Trigger+START.
Low Resolution: Press and hold Y+START.
Regular Screen: Press and hold X+START.

Street Fighter III: Double Impact

Hidden Extra Options: From the title select screen, you may choose either Street Fighter III or Street Fighter III: Second Impact. At the mode select screen, highlight "Option" and hold the L-Trigger+R-Trigger buttons. Keep holding them throughout the rest of the trick. Next, choose "Option." On the Option Mode screen, highlight Game Option and press Left, Left, X, X, Right, Right. Move down to Button Config. and press Left, Left, Y, Y, Right, Right. Move down to Screen Adjust and press Left, Left, X, Y, Right, Right. Move down to Sound and press Left, Left, Y, X, Right, Right. You will see "Extra Option" underneath the "Sound" option.
Play as Gill: From the title select screen, you may choose either "Street Fighter III" or "Street Fighter III: Second Impact." At the mode select screen, access "Option." Then, access "Game Option." Put "Difficulty" to one star, "Damage Level" to eight stars and "Rounds" to one. This will make it easier to beat the game. Once you play and finish the game, go to the player select screen, highlight Sean and press Up. You'll now have Gill.
Play as Akuma: From the title select screen, choose Street Fighter III: Second Impact. On the player select screen, highlight Sean and press Up. Akuma's Triangle will appear and you will now be able to fight as this character.
Play as Yang: From the title select screen, choose "Street Fighter III." On the player select screen, highlight Yun and press any Kick button to choose Yang instead.

Sydney 2000

Enter this code very quickly (within about 3 seconds) to make it work. You will hear a sound if the code was entered correctly.
Full Stats: At the main menu screen, press Left, Left, Right, Right, Up, Down, Left, Right, Left. Now access the "Olympic" option. When you select an event, you will see that you have full Olympic stats.

Test Drive Le Mans

From the main menu screen, select the "Championship" option. Now choose your class, team and difficulty. On the "Name Entry" screen, enter any of these names to get these results as shown.
Every Car in Quick Race Mode: MONSTA
Every Track in Quick Race Mode: GOOZ
Every Class in Championship Mode: CARNAGE

Tomb Raider Chronicles

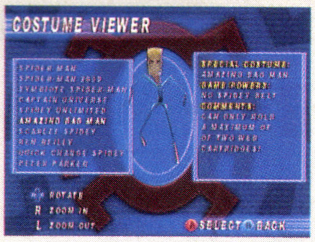
Special Features: During the game, press START to pause. Access the "Inventory" screen and then access the "Timex-TMX" option. You'll have to press the A button to

Spider-Man

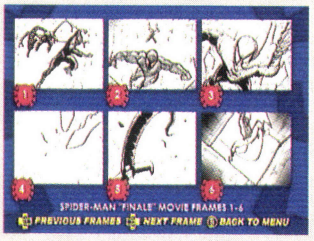
On the main menu screen, highlight and enter the "Special" option. Then move down and access the "Cheats" option. From here, enter any of these passwords.

Level Select: MME WEB
Unlimited Webbing: GLANDS
Invulnerable: ADMNTIUM
Movie Viewer: CINEMA
Character Viewer: RGSGLLRY
Full Health: WEAKNESS
Game Comic Covers: KIRBYFAN
Comic Collection: FANBOY
"What If?" Contest: UATUSEES
Pulsating Head: EGOTRIP
Stick Spidey: STICKMAN
Quick Change Costume: SM LVIII
Amazing Bag Man Costume: KICK ME
Scarlet Spider Costume: XILRTRNS
Symbiote Spidey Costume: SECRTWAR
Peter Parker Costume: MRWATSON
Spidey 2099 Costume: MIGUELOH
Ben Reilly Costume: CLUBNOIR
Spidey Unlimited Costume: SYNOPTIC
Captain Universe Costume: TRISNTNL
Storyboard Viewer: ROBRTSON
Everything: LEANEST









get to the "Statistics" screen. Now, press and hold the Y button for about five seconds, and then let go. After letting go of the button, the "Secrets Found" statistic should read 36/36. Exit the game and go back to the main menu screen. Access the options and then enter the "Special Features" option. All of the storyboards and galleries will now be opened.

Second Story: On the main menu screen, have the "New Game" option highlighted, then press and hold L-Trigger+R-Trigger+Down. Hold these buttons until the game loads. This will bring you to the Russian Base, which is the Second story in the game.

Third Story: On the main menu screen, have the "New Game" option highlighted. Then press and hold L-Trigger+R-Trigger+Left. Hold these buttons until the game loads. This will bring you to Black Isle, which is the third story in the game.

Fourth Story: On the main menu screen, have the "New Game" option highlighted. Then press and hold L-Trigger+R-Trigger+Right. Hold these buttons until the game loads. This will bring you to the Tower Block stage, which is the fourth story in the game.

Tony Hawk's Pro Skater

Choose Career Mode from the main menu and begin your game. While playing, press START to pause. Now press and hold the L-Trigger. While holding it, press the following buttons to unlock the cheats as shown. The screen will shake if entered correctly.

All Cheats: B, Right, Up, Down, B, Right, Up, X, Y.
Random Locations to Begin: X, B, A, Up, Down.
Big Heads: X, B, Up, Left, Left.
Infinite Special Meter: A, Y, B, Down, Up, Right.
Play as Private Carrera: Y, Up, Y, Up, B, Up, Left, Y. Exit the game and go to the character select screen. You will see Private Carrera instead of Officer Dick.

Tony Hawk's Pro Skater 2

Press START to pause in the middle of a game. Now, press and hold L-Trigger. While holding it, enter any one of the codes shown below. The screen will shake if the code was entered correctly.

Low Gravity: A, X, Left, Up, Down, Up, X, Y.
Slow Motion Tricks: B, Up, Y, X, A, Y, B.
Wire Frames: Down, B, Right, Up, X, Y.
No Texture Maps: Down, Down, Up, X, Y, Up, Right.
Flashing Ramps: Down, Up, X, B, Up, Left, Up, A. Once you do a successful trick off a ramp, it will start flashing.
Real Physics: B, Right, Up, Left, Y, B, Right, Up, Down.
Unlock Trixie: Down, Up, Left, Left, B, Left, Up, Y, Y, Up, Right, X, X, Up, A. Trixie will be unlocked once your time runs out.
Floating Skater: From the main menu screen, press and hold the L-Trigger button. While holding it, press Up, Up, Up, Up, A, X, Up, Up, Up, Up, A, X, Up, Up, Up, Up. The wheel will turn to confirm that you entered the code correctly. Now begin a game in any mode. In the middle of the game, press A to jump and then hold A in the air to start rising up! Hold Y to hover above the ground. Use L-Trigger and R-Trigger to strafe left and right. Use the D-pad to move forward, back, left and right. Once you touch the ground, you will have to press A and then hold A again to rise into the air. As long as you are in the air, you can continue to complete objectives, even when time runs out. Once you land, the game will tally your score.
Ultimate Cheat: A, A, A, X, Y, Up, Down, Left, Up, X, Y, A, Y, B, A, Y, B. This will give you access to tons of cheats including Officer Dick, Spider-Man, tons of money, etc.
Big Head: X, B, Up, Left, Left, X, Right, Up, Left. Exit the stage and enter it again to see the results.
Full Special Meter: A, Y, B, B, Up, Left, Y, X.
Turbo Stater: Down, X, Y, Right, Up, B, Down, X, Y, Right, Up, B.
Toggle Blood: Right, Up, X, Y.

Toy Commander

For all the tricks shown below, you must first press START to pause in the middle of the game. After each code is entered, you will hear a sound confirming that it worked.

Every Map Available: Hold L-Trigger and enter A, Y, X, B, Y, X.
Heavy Weapon: Hold L-Trigger and enter X, A, Y, B, A, X.
99 Heavy Ammo: Hold L-Trigger and enter A, B, X, Y, B, A.
New Machine Gun: Hold L-Trigger and enter B, A, Y, X, A, B.
Toy Fixed: Hold the L-Trigger and press A, X, B, Y, A, Y.

UFC: Ultimate Fighting Championship

999 Creation Points: On the main menu, choose "Career" and on the Edit Menu, choose "Make a New Fighter." After selecting a discipline, fighter type, voice and color, go to the "Setting" selection at the top of the screen. Enter "Best" for the first name and "Buy" for the last name.

Unreal Tournament

Level Skip: From the main menu, choose Tournament. Begin a new game. Choose your name, skill level and skin. Then begin the Deathmatch. On the match select screen, choose Oblivion. In the middle of the game, press START to pause. Then press Up, Down, Left, Right, Right, Left. The game will take you back to the match select screen, and the next level will be open to play. Do this trick multiple times to open up every level and new ladders along the way.
Invincibility: In the middle of the game, press START to pause. Now press Left, Left, Right, Right, Down, Up.
Full Health: In the middle of the game, press START to pause. Now press Down, Down, Down, Left, Up, Right.
Full Ammo: In the middle of the game, press START to pause. Now press Left, Right, Left, Right, Right, Left.

Vigilante 8: Second Offense

From the main menu, choose the options screen. From there, press the A button on "Game Status," choose your player with A, then press L-Trigger+R-Trigger simultaneously. From here, you can enter these passcodes for the results shown. If entered correctly, you will hear a voice say, "Funky." Be sure to press the A button after entering each code in order to complete it. When you're done with a code, you will have to press L-Trigger+R-Trigger in order to enter a new one.

No Enemies: HOME_ALONE
No Delay Firing: RAPID_FIRE
Monster Wheels: GO_MONSTER
Suspended Cars: JACK_IT_UP
Heavier Cars: GO_RAMMING
Increased Enemy Attack: UNDER_FIRE
Deadlier Missiles: BLAST_FIRE
CPU Picks Features: QUICK_PLAY
Quick Vehicles: MORE_SPEED
Slow Vehicles: GO_SLOW_MO
Floating Cars: NO_GRAVITY
No Wheel Attachment Icons: DRIVE_ONLY
Sequence of Movies: LONG_MOVIE

Virtua Fighter 3tb

Be the Alphabet Character: This code works in Normal Mode. On the character select screen, highlight Akira and press START, highlight Lion and press START, highlight Pai and press START, then press A after moving to the character you want the Alphabet Character to become.
Fight the Alphabet Character: This code works in Normal Mode. On the character select screen, highlight Akira and press START, highlight Lau and press START, highlight Pai and press START, then press A after highlighting the character you want to play.
Play as Dural in Any Mode: On the character select screen, press Down, Up, Right, Left+START.
Play as Dural in Training Mode: At the character selection screen press START+Y+A at the same time.
Play as Gold Dural in Training Mode: At the character selection screen press START+X+A at the same time.

Wacky Races

After choosing a racer, run into the sign in the middle of the grassy hill. This will give you several options and a "Cheats" option at the bottom of the menu. Enter these cheats for the results as shown.

All Challenges and Tracks: WACKYGIVEAWAY
All Cars: WACKYSPOILERS
All Abilities: BARGAINBASEMENT
Super Difficult: CRACKEDNAILS

Wild Metal

In the middle of your game, press the following buttons to unlock these new game features (note: Right, Left, Down, and Up are D-Pad commands).

Invincibility: Y, Right, B, Left, X, Down.
Friendly AI Units: B, Down, A, Down, X, Y.
Boost: Up, X, Down, B, A, Y.
All Weapons: A, A, Right, Y, A, Right.
Maximum Health: Down, Down, A, X, B, X
Show All Token Locations: Y, B, A, Left, Down, Down.

World Series Baseball 2K1

Automatic Batting Aim: When your man is up to bat, move the Analog Stick slightly in any direction. While keeping a hold on the Analog Stick, wait until the pitch and the cursor will automatically follow the ball for perfect aim. (This trick will work in the default Rookie Mode setting.)

Zombie Revenge

Fighting Mode Stage Select: From the title screen, choose the "Fighting Mode" option. At the "Fighting Mode" screen, press and hold START. While holding START, choose an option with the A button. The stage select screen will appear where you can choose between seven different stages.

Youth Gone Wild

Paperboy

From the main menu screen, go to the options. On the options screen, go to "Secret Codes." Now enter any one of the codes shown below for various results.

Faster Movement: RUSH
Slower Movement: WAKING
Can't See Far: MAGOO
Obstacles Are Invisible: JUMBLE
Obstacles Scream When Hit: SCREAM
Newspapers Are Huge: SUNDAY
Unlimited Newspapers: NOBUNDLE
See Every Headline: HEADLINE
Paperboy Can't Get Hit: INVINC
Choose Your Level: MAXSUBS
Super Jump Springs: ALLJUMP
High Jump: MOON
Tiny Paperboy/Papergirl: LITTLE

Snowboard Kids

Hidden Stage and Cool Colors: On the title screen, press Z, B, C-Up, Down (D-Pad), Left (Analog Stick), Right (Analog Stick), Up (D-Pad), R, Z, A. You will hear an evil laugh if it is done correctly. Once you do this, you will open up the ability to use all the boards and levels in the game. Plus, you will be able to use all the hidden characters in Battle Mode!

South Park

All Characters in Multiplayer: From the main menu screen, choose the "Enter Cheat" option. On the "Secret Decoder" screen, enter OMGTKKYB and press button B. The screen will say "All Characters Activated." Now, in Multiplayer Mode, go to the "Character Select" option and you will see that all of the characters are open! Now you can play as the extra characters from the show such as Starvin Marvin and Big Gay Al!
Ultimate Cheat and More: BOBBYBIRD
Level Select: THEEARTHMOVED
Skinny Characters: VEGGIEHEAVEN
Big Headed Characters: MEGGANOGGIN
Credit Cheat: SCREWYOUGUYS
Infinite Ammo: FATTERKNACKER
All Weapons: FATKNACKER
Invincibility: ASSMAN
Pen and Ink Mode: PLANEARIUM

Tony Hawk's Pro Skater

Choose Career Mode from the main menu and begin your game. While playing, press START to pause. Press and hold the L-Shoulder. While holding L, enter one of the following button combinations. The screen will shake if entered correctly.

Random Locations: Left-C, Right-C, Down-C, Up, Down.
Fewer Falls: Up-C, Right-C, Left, Right-C, Right, Up, Down.
Slow Motion: Down, Down, Up-C, Right-C, Left.
Turbo Skater: Right, Up, Down, Down, Up, Down.

Nintendo 64

All-Star Baseball 2001

On the main menu screen, highlight and access the "Game Options." In the "Game Options" screen, scroll until you highlight the "Enter Cheats" option. Access this option and on the cheat code screen, enter one of these passwords for the following modes.

Big Ball Mode: BCHBLKTPTY
Ball Trail Mode: WLDWLDWST
Aluminum Bats: HOLLOWBATS
Small Players: TOMTHUMB
Blurred Graphics: MYEYES
Float to Dugout After an Out: FLYAWAY
Blackout Mode: WTOTL

Army Men: Air Combat

All Levels Open, Every Helicopter Available: On the main menu screen, access the "Password" option. Now put in R-Shoulder, C-Left, Right, Up as your password, then press the A button to accept.

Army Men: Sarge's Heroes

All Weapons: NSRLS
Maximum Ammunition: MMLVSRM
Test Information: THDTST
Mini Mode: DRVLLVSMM
Play as Tin Soldier: TNSLDRS
Play as Vikki: GRNGRLRX
Play as Plastro: PLSTRLVSVG
Level Passwords:
Spy Blue: TRGHTR
Bathroom: TDBWL
Riff Mission: MSTRMN
Forest: TLLTRS
Hoover Mission: SCRDCT
Thick Mission: STPDMN
Snow Mission: BLZZRD
Shrap Mission: SRFPNK
Fort Plastro: GNRLMN
Scorch Mission: HTTTRT
Showdown: ZBTSRL
Sandbox: HTKTTN
Kitchen: PTSPNS
Living Room: HXMSTR
The Way Home: VRCLN

Banjo-Kazooie

First, beat the game. Go inside Banjo's house and walk up to the picture of the mole. Stand in front of the fireplace (not touching it), and press Up-C. Then, up at the picture of Bottles the Mole. Bottles should congratulate you on finding his hidden puzzle game. Win the puzzle game and Bottles will give you a password. When you're done, exit the puzzle and look up at the picture again—now you get a different, harder puzzle. You can do this up to seven times and each time you will get a new password. (After the sixth puzzle, Bottles will tell you that there are no more games to play. Don't believe him.) Once you've gotten all seven codes, exit Banjo's house and go to Treasure Trove Cove. Enter the puzzle-letter room and type out the codes by stomping on the letters. You can't enter any of the codes shown unless you beat the puzzle game that gave you that actual code. To de-activate any codes, go to the puzzle-letter room and type in NOBONUS.

Big Head Banjo: BOTTLESBONUS
Banjo Big Hands and Feet: BOTTLESBONUSTWO
Big Kazooie: BOTTLESBONUSTHREE
Tall Skinny Banjo: BOTTLESBONUSFOUR
Tall Skinny Banjo with Big Hands and Feet: BOTTLESBONUSFIVE
Big Everything (Including Kazooie): BIGBOTT LESBONUS
Washing Machine Banjo: WISHYWASHYBANJO
Secret Codes: First, start a new game or access a saved game. Go to Treasure Trove Cove without changing at Mumbo's hut in Mumbo's Mountain. Get to the Sand Castle, then enter CHEAT on the floor tiles. You will hear a mooing sound for each letter of CHEAT you enter. Next, enter one of the following codes on the floor right after you enter the CHEAT letters. You will not hear any confirmation sound until you finish each code. *(Note: The "CHEAT" code may not work in all circumstances of all saved games. Enter CHEAT every time before putting in any of these codes.)*
Infinite eggs: BANJOBEGSFORPLENTYOFEGGS
Infinite lives: LOTSOFGOESWITHMANYBANJOS
99 Mumbo tokens: DONTBEADUMBOGOSEEMUMBO

Cyber Tiger

From the title screen, choose "Play." Now pick Stroke or Match Play and choose to edit a golfer. Go to the "Edit Name" option and enter one of the following codes for the results as shown.

Unlock Kimmi: Choose any character and change the name to Rapper.
Unlock Starr: Choose any character and change the name to Retro.
Unlock Marvin the Alien: Choose any character and change the name to Ufo.
Change the Looks of Liltiger: Choose Liltiger and change the name to Prodigy.
Unlock the Volcano Course: Choose any character and change the name to Sthelens.
Tiger Woods Fan: Cybertw
Cindy: Instyle
Festus the Ghost: Golddgr
EA Gamer: Willi
The Bengal: Tigerrrr
Elvis: Delvis
Bobby: Brat
Robert: Ice

Diddy Kong Racing

To enable these cheats you must go into the options screen and enter into the "Magic Codes" option. You can then turn them on and off at will until you turn off the power. If you turn off the power, you will need to re-enter the codes again.

Horn: BLABBERMOUTH
Two-Player Adventure: JOINTVENTURE
All Balloons Are Yellow: BODYARMOR
Disable Weapons: BYEBYEBALLOONS
No Limit to Bananas: VITAMINB
Zap the Zippers: ZAPTHEZIPPERS
Ultimate AI: TIMETOLOSE
Maximum Power-Up: FREEFORALL
Start with 10 Bananas: FREEFRUIT
Big Characters: ARNOLD
Small Characters: TEENYWEENIES
Select Same Player: DOUBLEVISION
Four-Wheel Drive: OFFROAD

Duke Nukem: Zero Hour

Refill Energy: After destroying a fire hydrant, stand next to it and press the B button repeatedly. Each time you do this you will gain back points of energy.

Excitebike 64

On the main menu screen, press and hold the following buttons in this order: Hold L-Shoulder, then hold C-Right, then hold C-Down. While holding these buttons, press A and the "Enter a Cheat Code" menu will appear. On this screen, you may enter any of these passwords as shown.

Big Head Mode: BLAHBLAH
Invisible Rider: INVISRIDER
Stunt Bonus: SHOWOFF
Unlock Every Stunt: TRICKSTER
Mirror Tracks: YADAYADA
Tiny Head: PINHEAD
Beat This!: PATWELLS
Night Mode: MIDNIGHT.
Transparent Riders: XLURIDER
Crazy Color Tracks: ROTCOLS
Programmer Information: IMGOINGNOW

Extreme G: XG2

To get any of the following codes to work, just go to the bike selection screen and press the R-Shoulder—this will get you the "Customize" screen. Next, move over to the "Enter Name" option, access it and any of the following passwords for the results shown below.

Cause Track to Spin: SPIRAL
Paper Airplanes/WipeOut-Style Ships in Place of Cyber Bikes: 2064
Wire Frame Mode: LINEAR
Unlimited Nitros: XXX
Overhead View: SPYEYE
Remove All Meters and Text from Screen: NOPANEL
Extra Boost of Speed and Acceleration: XCHARGE

F-1 World Grand Prix

After pressing START at the title screen, go to the main menu and choose "Exhibition." On the next screen, pick the "Drivers" option. Scroll with the Pad or the Analog Stick until you reach Driver Williams. Press A and choose the "Edit Name" option. Using the Pad, change the last name "Williams" to one of the following codes. When you are finished, exit all the way back to the title screen. Now enter the "Drivers" option again and scroll through until you see your new character.

Silver Driver: Chrome
Gold Driver: Pyrite
Hidden Bonus Track: Vacation (Instead of the "Drivers" option, go into the "Courses" and scroll until you see the Bonus Track, complete with a volcano!)
Extra Challenges: You can open up more challenges for the Challenge Mode if you complete three different kinds of challenges and earn a minimum of 60 points. Then the secret challenge "Ultimate E" will open up.
Credits Option: Beat every level in the Grand Prix or Challenge Modes. Appears on main menu screen.
Gallery Option: Get first place overall in the Grand Prix Mode on any level of difficulty. Appears on main menu screen.





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Tiny Cars & Big Trucks

Micro Machines 64 Turbo

Pause the game and press C-Left, Up, Down, Down, C-Left, C-Right, C-Right, C-Up, C-Down to enable Debug Mode. To use it, press any of the button sequences below while you're playing.

Blow Up All Cars: Hold X+C-Up+C-Right+C-Left.

Turn into Level Object: Down, Down, Up, Up, Right, Right, Left, Left.

Big Bounces: C-Left, Right, Right, Down,Up, Down, Left, Down, Down.

Double Speed: C-Left, C-Down, C-Right, C-Left, C-Up, C-Down, C-Down, C-Down, C-Down.

Slow CPU Cars: C-Right, C-Up, C-Left, C-Down, C-Right, C-Up, C-Left, C-Down.

Quit Race and Win: Press Z+C-Down. Note: This code doesn't work in time trials.

Change Camera Angle: Hold Z-Trigger and press Up, Down, Left or Right.

Change Camera Zoom: Hold Z-Trigger and press L or R.

Turn Player into Computer Drone: Hold Z-Trigger and press C-Left.

Monster Truck Madness 64

Enter these passwords for the results shown below.

Low Rider Trucks: YRDR (All of your trucks have low rider wheels.)

Unlimited Missiles: Y_WNT_T (While playing a game, press Left to fire the missiles.)

Gut Noises: BRPS (While playing a game, press Up to hear various burping noises.)

Programmer Textures: JMPNG (This will change all the game's ground textures into black and white pictures of the game's programmers.)

Strange Mode: JMPR (You will see a change in the graphics.)

Off-Road Challenge

El Cajon Track: On the track selection screen, hold Up on the Control Pad and press L-Shoulder+R-Shoulder simultaneously. You'll hear an air wrench sound. Now highlight the El Paso track, hold Z, and press the A button.

Flagstaff Track: On the track selection screen, hold Left on the Control Pad and press L-Shoulder. You'll hear an air wrench sound. Now highlight the Mojave track, hold Z, and press the A button.

Guadalupe Track: On the track selection screen, hold Down on the Control Pad and press the R-Shoulder. You'll hear an air wrench sound. Now highlight the Vegas track, hold Z and press A.

Revolt

All Cars and Tracks: From the main menu, enter B, A, Z, Z, B, L, A, C-Down. You will hear a sound to confirm it was entered correctly.

F-Zero X

All Vehicles, Tracks and Difficulties: On the title screen, press START to get the mode select screen and enter L-Shoulder, Z, R-Shoulder, Up-C, Down-C, Left-C, Right-C, START. You'll hear a sound. Now choose the GP Race. A new difficulty called "Master" will be open! On the select course screen, a new set of random tracks called the X Cup will also be opened. Also on the select machine screen, you will now have access to every vehicle in the game!

Shrink Vehicles: On the vehicle selection screen, press and hold L+R-Shoulder+Up-C+Down-C+Left-C+Right-C. The cars will shrink!

Color Change: On the vehicle customization screen, press the R-Shoulder to change the color of your car. Keep pressing the R-Shoulder until you get the color you want.

Vehicle Rotation: On the vehicle customization screen, press any of the C buttons to rotate your vehicle in any direction.

GoldenEye 007

Enter these codes on the "Mission Select" screen with the L and R buttons, C buttons and D-Pad. These codes are tricky, so make sure to hold the buttons for about one or two seconds before going to the next step of the code.

Facility Unlocked: Hold L-Shoulder+R-Shoulder and press C-Up, hold R-Shoulder and press C-Left, hold L-Shoulder and press Left, hold R-Shoulder and press C-Up, hold L-Shoulder and press Left, hold R-Shoulder and press C-Down, hold L-Shoulder and press C-Right, hold R-Shoulder and press Right, hold L-Shoulder+R-Shoulder and press C-Up, hold L-Shoulder and press Right.

Runway Unlocked: Hold L-Shoulder+R-Shoulder and press Left, hold R-Shoulder and press Left, hold L-Shoulder and press C-Up, hold L-Shoulder and press Left, hold R-Shoulder and press C-Up, hold R-Shoulder and press C-Down, hold R-Shoulder and press C-Right, hold R-Shoulder and press Right, hold L-Shoulder and press Down, hold R-Shoulder and press C-Left.

Surface I Unlocked: Hold R-Shoulder and press C-Left, hold L-Shoulder+R-Shoulder and press C-Up, hold L-Shoulder and press Left, hold R-Shoulder and press Up, hold R-Shoulder and press Left, hold L-Shoulder and press Up, hold R-Shoulder and press C-Down, hold L-Shoulder and press Right, hold L-Shoulder and press C-Right, hold L-Shoulder+R-Shoulder and press Down.

Bunker I Unlocked: Hold L-Shoulder and press C-Down, hold R-Shoulder and press Right, hold L-Shoulder and press C-Right, hold R-Shoulder and press C-Left, hold L-Shoulder and press C-Down, hold L-Shoulder+R-Shoulder and press Left, hold L-Shoulder and press C-Right, hold L-Shoulder+R-Shoulder and press Up, hold R-Shoulder and press C-Right, hold L-Shoulder and press Up.

Silo Unlocked: Hold L-Shoulder and press Up, hold R-Shoulder and press C-Down, hold L-Shoulder and press Left, hold R-Shoulder and press Down, hold L-Shoulder and press C-Left, hold L-Shoulder+R-Shoulder and press C-Right, hold L-Shoulder and press C-Up, hold R-Shoulder and press Right, hold R-Shoulder and press Right, hold R-Shoulder and press C-Right.

Frigate Unlocked: Hold R-Shoulder and press C-Up, hold L-Shoulder and press Down, hold R-Shoulder and press C-Right, hold L-Shoulder and press Left, hold L-Shoulder+R-Shoulder and press Up, hold L-Shoulder+R-Shoulder and press C-Down, hold R-Shoulder and press C-Right, hold R-Shoulder and press Up, hold L-Shoulder+R-Shoulder and press C-Down, hold R-Shoulder and press Up.

Surface 2 Unlocked: Hold L-Shoulder and press C-Down, hold L-Shoulder+R-Shoulder and press C-Right, hold R-Shoulder and press C-Right, hold R-Shoulder and press C-Up, hold R-Shoulder and press C-Left, hold L-Shoulder and press Right, hold L+R-Shoulder and press C-Up, hold L-Shoulder and press C-Up, hold L-Shoulder+R-Shoulder and press Down, hold L-Shoulder and press C-Right.

Bunker 2 Unlocked: Hold L-Shoulder and press Down, hold R-Shoulder and press Down, hold L-Shoulder+R-Shoulder and press C-Up, hold L-Shoulder and press Left,
hold L-Shoulder+R-Shoulder and press Right, hold L-Shoulder and press C-Left, hold R-Shoulder and press Right, hold L-Shoulder and press C-Up, hold L-Shoulder and press Left, hold L-Shoulder and press C-Down.

Statue Unlocked: Hold L-Shoulder+R-Shoulder and press C-Down, hold L-Shoulder+R-Shoulder and press C-Down, hold L-Shoulder and press Right, hold L-Shoulder+R-Shoulder and press Left, hold R-Shoulder and press Left, hold R-Shoulder and press C-Right, hold L-Shoulder+R-Shoulder and press Left, hold R-Shoulder and press C-Up, hold R-Shoulder and press C-Down, hold R-Shoulder and press Right.

Archives Unlocked: Hold R-Shoulder and press Left, hold L-Shoulder+R-Shoulder and press Up, hold L-Shoulder+R-Shoulder and press C-Down, hold R-Shoulder and press Left, hold L-Shoulder+R-Shoulder and press C-Right, hold L-Shoulder and press Left, hold L-Shoulder+R-Shoulder and press Right, hold L-Shoulder+R-Shoulder and press C-Down, hold L-Shoulder and press Up, hold R-Shoulder and press C-Down.

Streets Unlocked: Hold L-Shoulder+R-Shoulder and press C-Left, hold L-Shoulder and press C-Right, hold L-Shoulder and press Up, hold L-Shoulder+R-Shoulder and press C-Down, hold R-Shoulder and press C-Right, hold R-Shoulder and press C-Down, hold R-Shoulder and press Left, hold R-Shoulder and press C-Down, hold R-Shoulder and press C-Up, hold L-Shoulder and press Down.

Depot Unlocked: Hold L-Shoulder and press Down, hold L-Shoulder and press Down, hold R-Shoulder and press C-Down, hold L-Shoulder and press C-Right, hold L-Shoulder+R-Shoulder and press Right, hold R-Shoulder and press C-Left, hold L-Shoulder and press Down, hold L-Shoulder and press C-Left, hold L-Shoulder and press C-Right, hold L-Shoulder and press Up.

Train Unlocked: Hold R-Shoulder and press Left, hold R-Shoulder and press C-Down, hold R-Shoulder and press C-Right, hold L-Shoulder+R-Shoulder and press Left, hold L-Shoulder and press Right, hold R-Shoulder and press C-Down, hold L-Shoulder and press Left, hold L-Shoulder+R-Shoulder and press C-Left, hold L-Shoulder and press Up, hold L-Shoulder and press C-Up.

Jungle Unlocked: Hold R-Shoulder and press C-Down, hold R-Shoulder and press Left, hold L-Shoulder+R-Shoulder and press Up, hold R-Shoulder and press Right, hold R-Shoulder and press Down, hold R-Shoulder and press Down, hold R-Shoulder and press Up, hold R-Shoulder and press C-Left, hold R-Shoulder and press C-Up, hold L-Shoulder+R-Shoulder and press Left.

Control Center Unlocked: Hold L-Shoulder and press C-Down, hold R-Shoulder and press Down, hold L-Shoulder and press Right, hold R-Shoulder and press C-Right, Hold R-Shoulder and press C-Down, hold R-Shoulder and press Left, hold R-Shoulder and press C-Up, hold R-Shoulder and press Left, hold L-Shoulder+R-Shoulder and press C-Up.

Caverns Unlocked: Hold L-Shoulder and press Down, hold R-Shoulder and press C-Down, hold L-Shoulder+R-Shoulder and press Up, hold L-Shoulder and press Right, hold R-Shoulder and press C-Up, hold R-Shoulder and press C-Left, hold R-Shoulder and press Up, hold L-Shoulder and press C-Left, hold L-Shoulder and press Up, hold R-Shoulder and press C-Left.

Cradle Unlocked: Hold L-Shoulder+R-Shoulder and press C-Up, hold L-Shoulder and press Left, hold R-Shoulder and press Down, hold L-Shoulder and press Down, hold L-Shoulder and press C-Up, hold L-Shoulder and press Down, hold R-Shoulder and press Right, hold R-Shoulder and press C-Up, hold L-Shoulder and press C-Left, hold R-Shoulder and press Right.

Hot Wheels Turbo Racing

On the main menu screen, press the following button codes for the cheats as shown.

Mirrored Tracks: Z, R, Z, Z, R, Z, Z.

Towjam Car: C-Up, C-Down, Z, R, C-Left, C-Right, C-Up, C-Down.

Infinite Turbos: C-Right, Z, C-Up, C-Down, R, C-Left, Z, C-Right.

Seethru Tracks: C-Up, Z, C-Down, C-Left, C-Up, Z, C-Down, C-Left.

Stealth Mode: C-Left, Z, Z, C-Up, C-Left, R, C-Down, C-Up.

Race at Night: C-Up, C-Up, C-Down, C-Down, C-Left, C-Right, C-Left, C-Right.

Indiana Jones And the Infernal Machine

From the main menu, access the options screen. Move down and select "Cheats." On the "Cheats" screen, put in any of these passwords for the results as shown.

50 Lives: BOVRILBULLETHOLE

Easy Game: EASY

Very Easy Game: VERYEASY

Legend of Zelda: Ocarina of Time

Hidden Pictures: Find the place in the Hyrule Castle courtyard where you meet Princess Zelda for the first time. When there, look to your left and right; there will be windows. Look (with Up-C) to the right window and you will see pictures of Yoshi, Mario, Luigi, Bowser and Princess Toadstool! Now, take aim with your slingshot and shoot at the window. A red rupee will pop out, and you will

Get off my Planet!

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Not Quite Mario

Conker's Bad Fur Day

From the main menu (where you can choose chapters, options, etc.), access the options screen. Move down and select "Cheats." On the "Cheats" screen, put in any of these passwords for the results as shown.

Play as the Cavemen in Multi Games: EATBOX (Deathmatch and Race games.)
Play as Villager and Zombies in Multi Games: BEEFCURTAINS (Deathmatch and Race games.)
Play as Sergeant and Tedi Leader in Multi Games: RUSTYSHERIFFSBADGE (Deathmatch and Race games.)
Play as Grim Reaper and Skeleton in Multi Games: BILLYMILLROUNDABOUT (Deathmatch and Race games.)
Play as Conker in Multi Games: WELLYTOP (Deathmatch and Race games.)
Play as Neo Conker in Multi Games: EASTEREGGSRUS (Deathmatch and Race games.)
Decapitation Effect in Deathmatch: SPUNKJOCKEY (In the Multi Deathmatch (skull icon) game, choose a one-player game. When you have a sword or chainsaw, hit an opponent. Some of the time you will get a cool rotation effect with the decapitation, but it is random.)
Open Heist Chapter: CHOCOLATESTARFISH
Open It's War Chapter: BEELZEBUBSBUM
Open Spooky Chapter: SPANIELSEARS
Open Uga Buga Chapter: MONKEYSCHIN
Open Sloprano Chapter: ANCHOVYBAY
Open Bats Tower Chapter: CLAMPIRATE
Open Barn Boys Chapter: PRINCEALBERT
Open All Chapters and Scenes: WELDERSBENCH

Donkey Kong 64

Play Jetpac Anytime: After acquiring 15 Banana Medals, go to Cranky and play the Jetpac game. To obtain the Rareware Coin, you must get 5,000 points in the game. After you do this, take pictures of six fairies with your camera and you will be able to play the Jetpac game any time. Just go to the "Mystery" menu to find this option!

Kirby 64: The Crystal Shards

Unlimited 1-Ups: Blue Stars replace Crystal Shards when you reenter a cleared level, and you can return to a level you've already conquered and pilfer its Blue Stars till you get all the 1-Ups you'll ever need. To do this quickly, go to a level where the Crystal was found near the beginning (Level 1-1, for example). Once you grab the Blue Star, pause the game and choose "Try Again." Next, exit the level, then go right back into it so you can collect another Blue Star. You can repeat this process as often as you like.

be able to collect it for a gain of 20 rupees! If you take aim and shoot the window on the left, a guard will pop out, scold you and throw a bomb right back at you!
Multiple Bottles Trick: Choose any one of the EMPTY bottles you have. Find a shallow pond with a fish or find a fairy. Swing the bottle and, in mid-swing, press START. On the "Select Item" screen, choose any weapon or item (except the ice, fire, or light arrow) and equip it to the spot where the bottle is. Now you will have a bottle in place of the weapon. The best part is if you use the bow or a special arrow, the bow will still work with the special arrows. When you collect ammo for the item, it will go back. *Note: If you cover a needed weapon, you may not get it back!*

Mario Golf

Password Screen: At the main menu, highlight the the option labeled "Club House" and press Z-Trigger+R-Shoulder+A at the same time.
Toad Highlands Tournament: Put in KPXWN9N3 as the password.
Alternate Costumes: On the character select screen, hold Left-C, Down-C, or Right-C and choose a character.
Left-Handed Golfers: On the character select screen, hold the L-Shoulder and choose a character.
First Camp Hyrule Cup: Enter oEQ561G2 as a password at the "Code Entry" screen to play a tournament on the Koopa Cup course with Donkey Kong.
First Camp Hyrule Cup: Enter 5VW68906 as a password at the "Code Entry" screen to play a tournament at the Toad Highlands course with Plum as your player.

Mario Tennis

From the main menu, access the "Special Games" option. In the Special Games menu, choose the Ring Tournament. Now, on the "Code Entry" screen, put in the password for the Cup you want to play. After you play one of these tournaments, you will receive a new code to rank you on the mariotennis.com website.
Mario Cup: A3W5KQA3C
Luigi Cup: M1C2YQM1W
Peach Cup: OF9XFQOFR
Donkey Kong Cup: MM55MQMMJ
Wario Cup: UOUFMPUOM
Waluigi Cup: LA98JRLAR
Bowser Cup: N24K8QN2P
Mariotennis.com Cup: 48HWOR482
Blockbuster Cup: ARM6JQARU

Monopoly

Potato Head: When choosing to add players to the game, go to the "Select A Token" screen and choose the Money-Bag. Rename the Money-Bag to Potato and the icon will now be a Potato Head character.
Zoom Control: Choose any Token from the "Select A Token" screen and change its name to Wander. In the middle of the game, press Z to bring up the Assets. Now press Up-C and besides rotating the screen with the Analog Stick, you can press the A button to zoom in and B to reverse the zoom.

NBA Showtime: NBA on NBC

On the "Tonight's Match-Up" screen, enter these codes with the Turbo, Shoot and Pass buttons the number of times shown, then press the Pad or Stick in the direction indicated by the code (For 4-3-2 Up, you would press Turbo, Turbo, Turbo, Turbo, Shoot, Shoot, Shoot, Pass, Pass, Up).
Tournament Mode: 1-1-1 Down
Show Shot Percentage: 0-0-1 Down
Show Hotspot: 1-0-0 Down
No Hotspots (2p must agree): 2-0-1 Up
Big Head Mode: 2-0-0 Right
Team Uniform (2p must agree): 4-0-0 Right
Alternate Uniform: 4-3-0 Right
Midway Uniform: 4-0-1 Right
Home Uniform: 4-1-0 Right
Away Uniform: 4-2-0 Right
Mascots: On the "Choose Option" screen, select the "Enter Initials" option. When asked to "Enter Name for Record Keeping," choose "Yes." Now put in the name and pin number for the team of your choice.
Hawks: HAWK/0322
Hornets: HORNET/1105
Bulls: BENNY/0503
Nuggets: ROCKY/0201
Rockets: TURBO/1111
Pacers: BOOMER/0604
Timberwolves: CRUNCH/0503
Nets: SLY/6765
Suns: GORILA/0314
Sonics: SASQUA/7785
Raptors: RAPTOR/1020
Jazz: BEAR/1228

NFL Blitz 2001

When the "Today's Contest" screen appears, enter codes with the Turbo, Jump and Pass buttons. Press the buttons the number of times shown below, and then press the D-pad in the direction indicated to complete the code. (For example, if the code is 3, 4, 5, Right, you will press Turbo three times, Jump four times, Pass five times and the press Right on the D-pad).
Infinite Turbo: 5, 1, 4, Up.
Fast Turbo Running: 0, 3, 2, Left.
Power-Up Offense: 3, 1, 2, Up.
Power-Up Defense: 4, 2, 1, Up.
Power-Up Teammates: 2, 3, 3, Up.
Power-Up Blockers: 3, 1, 2, Left.
Super Blitzing: 0, 4, 5, Up.
Super Field Goals: 1, 2, 3, Left.
No Interceptions: 3, 4, 4, Up.
No Random Fumbles: 4, 2, 3, Down.
No First Downs: 2, 1, 0, Up.
No Punting: 1, 5, 1, Up.
Allow Stepping out of Bounds: 2, 1, 1, Left.
Fast Passes: 2, 5, 0, Left.
Turn Off Stadium: 5, 0, 0, Left.
Lights Out: 5, 3, 4, Down.
Late Hits: 0, 1, 0, Up.
Show Field Goal Percentage: 0, 0, 1, Down.
Show Punt Hang Meter: 0, 0, 1, Right.
Use Team Plays: 1, 0, 0, Up.
Hide Receiver Name: 1, 0, 2, Right.
Invisible: 4, 3, 3, Up.
Big Football: 0, 5, 0, Right.
Big Head: 2, 0, 0, Right.
Huge Head: 0, 4, 0, Up.
No Head: 3, 2, 1, Left.
Headless Team: 1, 2, 3, Right.
Team Tiny Players: 3, 1, 0, Right.
Team Big Heads: 2, 0, 3, Right.
No Play Selection (2P must agree): 1, 1, 5, Left.
Show More Field (2P must agree): 0, 2, 1, Right.
No CPU Assistance (2P must agree): 0, 1, 2, Down.
Power-Up Speed (2P must agree): 4, 0, 4, Left.
Hyper Blitz (2P must agree): 5, 5, 5, Up.
Smart CPU Opponent (1P game only): 3, 1, 4, Down.
Tournament Mode (2P game only): 1, 1, 1, Down.
Always Quarterback (2P teammate required): 2, 2, 2, Left.
Always Receiver (2P teammate required): 2, 2, 2, Right.
Old Day Stadium: 5, 0, 1, Up.
Old Night Stadium: 5, 0, 2, Up.
Baseball Stadium: 5, 0, 2, Left.
Old Snow Stadium: 5, 0, 3, Up.
Grass Field: 3, 0, 0, Up.
Asphalt Field: 3, 0, 1, Up.
Dirt Field: 3, 0, 2, Up.
Astroturf Field: 3, 0, 3, Up.
Snow Field: 3, 0, 4, Up.
Fog On: 0, 3, 0, Down.
Clear Weather: 2, 1, 2, Left.

Dr. Mario 64

S-Hard in Story: From the main menu screen, choose "Story." After choosing a name, go to the "Story" menu and move down to "Game Lv." Highlight the Hard difficulty setting and press the Z button to get the S-Hard difficulty setting.
Hard and S-Hard in Vs. Computer: From the main menu screen, choose "Vs. Computer." After choosing a name, go to the "Vs. Computer" menu and choose your player. When choosing the computer player, press and hold the L-Shift button. While holding L-Shift, press A. The computer's level will increase one star to give it the Hard difficulty level. For S-Hard level, hold L-Shift and press B.





Perfect Dark

Weird Cassandra in Cinema: In the third part of the first mission (dataDyne Central - Extraction), play the game on Agent setting and finish the first objective. Go to the last room where Cassandra talks to you with her bodyguards. Before you finish the second objective (defeating Cassandra's bodyguards), you should run up the stairs and catch up with Cassandra before she leaves the building. Shoot her multiple times to get rid of her shields. Follow her outside and she will stand still. Now you can shoot up her

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face until it looks pretty mangled. Now go back into the building and take care of the rest of her guards. This will complete the second objective. Go back outside and rendezvous at the helipad (Third objective). When the cinema is playing, you will see that Cassandra's face will still be mangled from when you were shooting her before!

Floating Ammunition Boxes: In a multiplayer game, you can make the ammunition boxes float in the air by shooting a box into the air and grabbing it quickly before it hits the ground. The ammo box will re-spawn in the place you caught it, and be hovering over the ground.

Bottles Comment: In Carrington Villa: Hostage One, go through the level and when you get to the bottom floor with all the wine bottles on shelves, destroy every single bottle. Daniel Carrington will make a comment and say, "Act your age, Joanna."

Get Silvers and Golds on the Firing Range: Go to the Firing Range and choose the Laptop gun on any difficulty setting. Hold the B button to change to the sentry turret and then press Z to throw it at the wall behind you. Before it unfolds to become the turret, quickly press START and then abort. Press START quickly again (the turret should not be deployed) and choose the gun you want to get the silver or gold on. Now go back to the firing range screen and the turret should unfold and wipe out all the targets on the screen with a perfect score! (Note: This doesn't work with all the guns. You need to experiment to see the guns for which it works best.)

Secret Shaft: *Note: You need an explosive weapon such as the Rocket Launcher to use in the Cheat Solo Missions, in order to do this trick.*

In the Carrington Institute, access the computer in "hacker central" with the Cheats on it. If you've unlocked the Rocket Launcher under Weapons for Jo in Solo, turn on this cheat. Exit this menu. Choose Cheat Solo Missions. Play the dataDyne Central: Defection level on any difficulty. Make your way down the platform in the beginning of the level and shoot the first guard and go in the double doors and shoot the guard around the corner. Go down the ramps and over by the security hub. To the right of the security hub is a large shaft. Switch to the Rocket Launcher and fire a rocket at the shaft. This will make a hole in the middle of it. Go through the hole and you will drop into a small room. Turn to your left and fire another rocket at the far wall. This will make a hole that you can see after the smoke clears. Now switch to your Punch and go through the hole. You will be in Cassandra's office. Run up and punch her to take her out, but don't shoot her or you will fail the mission. Exit through the large doors to surprise the guards, which makes them easier to kill.

Perfect Duck Hunt: On the first solo mission, dataDyne Central: Defection, you can do a little target practice on the passing cars. Just work your way up to one of the rooms with a wall taken up by windows and shoot out one of them. Now watch for a passing car, take aim and fire!

Easier Escape: In Area 51: Escape, get to the end of the level with the UFO. When Jonathan and Elvis are talking, make your way up the ramp and across to the computers that control the hangar doors. When Jonathan talks about escaping on the hoverbike, access the computer to the inner door, then the outer door. The cinema will show the UFO escaping. This is much quicker than having Jonathan do it all.

Carrington Knives Glitch: In the Carrington Institute, go all the way downstairs to the hangar. Next to the worker is a hovering crate. Grab it and carry it upstairs to the firing range. Bring the crate inside the range itself and press START to bring up the weapons menu. Select the Combat Knife on the Bronze difficulty. Hold B to make it a throwing knife and then chuck as many knives as you can into the box before time runs out. Now carry the box out of the range and take it up the elevator to Daniel Carrington's office and leave it there. Now go back down to the firing range and access the Weapons Menu again. Use the Farsight XR-20 and aim above the range worker. You will see Carrington next to the box of knives. Aim for the box and blow it up. This will scatter the knives all over the floor. Now go upstairs to the device training room. Choose Cloaking Device training and head to Carrington's office through the passage. Once you get there, pick up the knives next to him, switch the weapon to your knives and start throwing them at Daniel!

Institute Exploration: Go to the firing range in the Carrington Institute. Make sure the outer door to the range is open. Now position yourself so that you are halfway between the door of the firing range and the entrance to it. If you are far enough in the range, you can press START to access your weapons. Pick the Slayer and choose the Fly-By-Wire Rocket. Shoot it out by the workers and guide the rocket down the hall and through the outer door so it goes into the Carrington Institute. Now you can go for a tour of the place via rocket!

Easy Objective: First turn on any cheats that give you an explosive weapon, such as the Rocket Launcher or Phoenix (on its second mode). Start Mr. Blonde's Revenge on Perfect Agent. Kill any of the guards that get in your way, and make your way up the stairs to the pair of elevators. Take one of your explosive weapons and shoot the elevator on the left. A body may appear inside the elevator. Now go to the elevator on the right and get in. As you progress upward, the screen will say, "Objective 2 Completed." This is an easy way to kill the dataDyne captain.

Cool Cinema: First turn on the Laptop Gun and Unlimited Ammo in the Cheats. In Carrington Institute - Defense, go to the hangar when you first begin and deploy the Laptop Gun onto the roof above the dropship. Once you complete all the missions, you will see the Laptop Gun constantly fire at the Skedar in the cinema!

Pokémon Puzzle League

V-Hard Difficulty: In the Puzzle Village, choose 1P Stadium and then pick your name or guest at the Name Select screen. On the Game Settings screen, press and hold the Z button and then press L-Shoulder, L-Shoulder, A, B. The V-Hard difficulty level will appear underneath the others.

S-Hard Difficulty: Hold the Z button and press R-Shoulder, L-Shoulder, A, B. Now you have two entirely new levels of challenge in the game!

Trainer Taunts: In a 2P game, the first one to select his/her character can press the A button repeatedly to keep taunting your opponent until they pick their character.

Unlock Trainers: On the "Select Trainer" screen, press and hold L-Shoulder+R-Shoulder+Z simultaneously on controllers one and two. The questions marks will then go away and the characters will be revealed.

Hidden Mewtwo Stage: Start a 2P game. On the "Select Trainer" screen, press and hold Z. While holding this button, press B, Up, L-Shoulder, B, A, START, A, Up, R-Shoulder (To help you remember the code, it spells BULBASAUR). Mewtwo's stage will automatically appear. Player 1 will be Ash and Player 2 will be Mewtwo.

Level 99 Speed Marathon: On the title screen, press and hold Z. While holding this button, press B, A, L-Shoulder, L-Shoulder. You will hear a sound. Choose Marathon in Puzzle Village and on the Game Settings screen, you will see that you can set the speed level to 99!

Pokémon Stadium

You must have the Yellow version of the Game Boy Pokémon game for this to work.

Pikachu Talks: Upload Pikachu from the game to Pokémon Stadium. Don't register Pikachu. Now start a battle and use Pikachu. When battling, Pikachu will say its name and have new animations for some of its moves.

Rainbow Six

Choose Your Starting Level: On the title/menu screen, choose the "Quick Start" option. When asked to enter the campaign password, use the Analog Stick and put in VZRFTMQ2G8SQ. Now, on the "Choose Mission" screen, you can choose up to 12 different missions!

Rampage 2: Universal Tour

Master Code: This code opens up a hidden cheats menu! To do this, you must enter BVGGY on the password screen and go to the options screen. A new option will be available called "Cheats." Now you can select your starting level, damage amount, number of lives and more!

Resident Evil 2

On the title/main menu screen, highlight and choose the "Load Game" option. On the saved games screen, enter the following button sequences for the results as shown.

Invincibility: On the saved games screen, enter Down, Down, Down, Down, Left, Left, Left, Left, L-Shoulder, R-Shoulder, R-Shoulder, L-Shoulder, Up-C, Down-C. Once you enter the code correctly, you will be taken back to the previous screen.

Unlimited Ammo: On the saved games screen, enter Up, Up, Up, Up, Right, Right, Right, Right, L-Shoulder, R-Shoulder, L-Shoulder, R-Shoulder, Right-C, Left-C. Once you enter the code correctly, you will be taken back to the previous screen. Your ammunition will go down to zero, but you can keep firing and it will never run out!

Hidden Players: *On the main menu, choose Load Game. On the "Load Game" screen, enter one of these codes to play as the hidden survivors.*

Play as Hunk: Up, Down, Left, Right, Left, Left, Right, Right, L-Trigger, R-Trigger, C-Up, C-Right, C-Down, C-Left.

Play as Tofu: Up, Down, Left, Right, Left, Left, Right, Right, L-Trigger, R-Trigger, C-Up, C-Left, C-Down, C-Right.

Paper Mario

NES Music: As soon as the beginning of a chapter appears, wait until the music stops. Wait a few moments longer and eventually you will hear the Super Mario Bros. theme music from the original Nintendo Entertainment System start to play.



Ridge Racer 64

Reverse Track and Hidden Caddy Car: Choose Grand Prix from the main menu. Using a fast car on the first course of the Grand Prix race, wait for the countdown, then turn all the way around and drive into the wall. Keep hitting it until you eventually drive through the wall. Now you will be racing the track backwards! Finish this race in first place and you will be rewarded with the Caddy Car.

San Francisco Rush 2049

On the main menu screen, move down and highlight "Options." Then press the L-Shoulder+R-Shoulder+C-Up+C-Right+Z buttons simultaneously. Keep doing this until you see a new option called "Cheats" appear at the bottom of the menu. Access this new option to get a list of all the cheats you can unlock with these codes as shown. (Note: The timing is tricky, you must enter them VERY quickly and you may need to try them several times before they will appear.)

All Parts: Press and hold L-Shoulder+R-Shoulder. While holding these, press Z. Release all buttons. Press C-Down, C-Up, C-Left, C-Right. Press and hold L-Shoulder+R-Shoulder. While holding these, press Z.

Invincible: Press C-Right, L-Shoulder, R-Shoulder, R-Shoulder, L-Shoulder. Press and hold C-Left+C-Down. While holding these, press Z.

Super Tires: Press Z, Z, Z, L-Shift, R-Shift, C-Up, C-Up, C-Left, C-Right, C-Down.

All Cars: Press C-Left, C-Left, C-Left, C-Up, C-Up, C-Up, C-Right, C-Right, C-Down, C-Down, C-Down. Press and hold L-Shift+R-Shift+C-Left+C-Up+C-Right+C-Down, then press Z.

Invisible Track: Press C-Right, C-Right. Press and hold L-Shift+R-Shift and press C-Left. Press C-Left, C-Left. Press and hold L-Shift+R-Shift and press C-Right.

Battle Paint Shop: Press Z, Z, Z, C-Down, C-Down, C-Down, C-Left, C-Left, C-Left, C-Right, C-Up, C-Left, C-Down.

Invisible Car: Press C-Up, C-Down, C-Left, C-Right, L-Shift, R-Shift, Z.

Car Collisions: Hold L-Shift and press Z. Release the buttons and then hold R-Shift and press Z. Release the buttons and hold L-Shift and press Z. Release the buttons and hold R-Shift and press Z.

Tire scaling: Press Z+C-Down+C-Left+R-Shift. Release the buttons and press Z+C-Right+C-Up+L-Shift. Release the button and then press Z, Z, Z.
Frame Scale: Press C-Left, C-Left, then hold L-Shift+R-Shift+C-Right.
Super Speed: Press Z. Hold L-Shift+R-Shift and press Z. Release the buttons. Press C-Down. Hold L-Shift+R-Shift and press C-Down. Release the buttons. Press C-Up, C-Up, C-Up.
Brakes: Press C-Down, C-Down. Hold L-Shift+R-Shift and press C-Up. Release the buttons. Press C-Up, C-Up. Hold L-Shift+R-Shift and press C-Down.
Track Orientation: Hold L-Shift+R-Shift and press C-Right, C-Left, C-Up, C-Down, Z.
Invisible Car: Press C-Up, C-Down, C-Left, C-Right, L-Shift, R-Shift, Z.
Car Mines: Hold L-Shift+R-Shift and press Z. Release the buttons. Hold C-Left+C-Down and press Z. Release the buttons. Hold C-Left+C-Up and press Z. Release the buttons. Hold C-Up+C-Right and press Z.
Cone Mines: Press Z+C-Down. Release the buttons. Press L-Shift+C-Left. Release the buttons. Press R-Shift+C-Up. Release the buttons. Press Z+C-Right.
Auto Abort: Press C-Left, C-Up, C-Right, C-Down, Z, L, R, Z, Z.
Resurrect in Place: Press Z+C-Down. Z+C-Right. Z+C-Up. Z+C-Left. Z+ R-Shift. Z+L-Shift.
Suicide Mode: Hold R-Shift and press C-Right, C-Up, C-Left, C-Down. Release R-Shift. Hold L-Shift and press C-Down, C-Left, C-Up, C-Right.
Fog Color: Hold C-Up+C-Right and press L-Shift. Release the buttons. Hold C-Down+C-Left and press R-Shift. Release the buttons. Press C-Right, C-Left, C-Right, C-Left.

Spider-Man

On the main menu screen, access the "Special" menu. Highlight and enter the "Cheat" option. Now put in any of these cheats (shown in caps) on the cheat screen as shown.
Level Select: LVLSKIPPER
Invulnerable: TURTLE
Full Health: HELP ME
Webbing: STICKYSTUF
Comic Collection: CLTTHMALL
All Slide Shows: SMESTORY
Game Comic Covers: COV VEIW
All Sound Menu: LISTEN
Symbiote Spidey Costume: SYMBSPID
Quick Change Costume: GTATNKFST
Captain Universe Costume: POWCOSMIC
Spidey 2099 Costume: SPTWOKNN
Ben Reilly Costume: DA CLONE
Peter Parker Costume: MISTERMJ
Spidey Unlimited Costume: LIMITED ED
Scarlet Spider Costume: SPID INRED
Everything: TRUBLEVR

Star Wars Episode One: Battle for Naboo

From the main menu screen, enter the options. Access the "Passcodes" option and put in any of these codes.
Advanced Shields: DROIDEKA
Showroom Art Gallery: KOOLSTUF
Development Team Picture: LOVEHUTT
Pink Ship: RUAGIRL?
All Upgrades: OVERLOAD
More Difficult Game: NASTYMDE
Showroom Concert Hall: WAKEUP
Credits: MEMEME!
Bouncy World: DRJEKYLL
Infinite Lives (this cannot be used to obtain medals): PATHETIC
Audio Commentary During the Game: TALKTOME
One Hit Kills (enemies and you): EWERDEAD
Open All Levels: LEC&FIVE (This will open up all the levels and the bonus Trade Federation Secrets level as well).

Super Mario 64

Baby Penguin Tricks: The baby penguin that you find on the top of Stage 4 can do tricks. One of the strangest things you can do is perform a dive while he is around you. Once you do this, he will mimic you and slide on the ground as well. If you're good enough, you can make him slide with you down the ice slope, but it's very hard to do.
Mother Penguin: Here's a quick shortcut to get right to the mother penguin. Once you grab the penguin, jump off the ledge containing the starting point of the ice slide. The snow will break your fall on the ground, so don't worry about damage. Just pick up the baby and proceed straight to the mother, who shouldn't be too far away from where you will land.
Red Slide Trick: Enter Door #1 on the upper level of the castle, then jump into the right window with the Princess on it. You will enter the Red Slide Level. Slide down through the tunnel. When you come to the yellow barrier, jump and dive over it on the left side. You should land on the lower part of the slide and continue on sliding to the end. This will save you time in trying for the Secret Star!
No Obstacles: There is a grandfather clock right before you enter Course 14. Wait until the hands are at 1:00 and enter the level. If the trick was done correctly, all the obstacles throughout the course will be turned off. This makes things a little easier for you to maneuver around without thinking about what will disable.
Turtle Shell Tactics: There are some facts about turtle shells that few know about. While in the Lava Stage, you can get several 1-Ups by traveling on the lava. Remember, though, it is only obtainable on Stars 1-5. It can travel on the quicksand on the Desert Stage, or water surfaces. By rapidly jumping on steep surfaces, you can climb almost anything using the turtle shell, making it totally possible to go anywhere on any stage.

Tarzan

Level Select Cheat: From the main menu screen, press Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down. You will see the word, "Cheats" as the last option on the menu. Access this option to get a level select menu. Press Right to see more levels, including the bonus stages.

Toy Story 2

Level Select: On the main menu/title screen, use the Analog Stick, not the Pad, and press it in the following directions: Up, Up, Up, Up, Down, Down, Up, Up, Down, Down, Down. You will hear an animal noise if the trick was done correctly. When you begin your game, press Right on the Analog Stick to move to different stages. Now you can choose your starting level!

Turok 3: Shadow of Oblivion

From the main menu screen, access the "Secrets" option. Choose "Enter New Secret" and put in the passwords as shown below. We hope you know your animals!
Play Chapter 1: Frog, Elk head, Horse, Dragonfly, Wolf head, Rabbit.
Play Chapter 2: Owl, Owl, Horse, Elk head, Elk head, Elk head.
Play Chapter 3: Owl, Rabbit, Bear, Beetle, Frog, Cougar.
Play Chapter 4: Bear, Horse, Raven, Eagle head, Horse, Coyote.
Play Chapter 5: Bear, Dragonfly, Horse, Bear, Frog, Elk head.
Invincibility: Raven, Fish, Eagle head, Bear, Lizard, Rabbit.
All Weapons: Owl, Bear, Owl, Beetle, Hawk, Owl.
Unlimited Ammo: Fish, Elk head, Bull head, Snake, Eagle, Fish.
All Keys: Lizard, Dragonfly, Bull head, Bear, Wolf head, Eagle head.
Headless: Lizard, Elk head, Eagle head, Owl, Fish, Horse.
Big Heads: Cougar, Wolf head, Snake, Rabbit, Lizard, Coyote.
Big Hands and Feet: Lizard, Lizard, Dragonfly, Horse, Lizard, Coyote.
Skinny: Horse, Eagle head, Snake, Cougar, Beetle, Fish.
Shorty: Frog, Frog, Fish, Beetle, Wolf head, Cougar.
Deathmatch Mannequins: Snake, Bull head, Snake, Frog, Bear, Elk head.
Pen and Ink: Cougar, Horse, Elk head, Fish, Cougar, Hawk.
Gasping: Dragonfly, Bull head, Rabbit, Fish, Eagle head, Raven.
Gouraud: Lizard, Fish, Beetle, Fish, Wolf head, Dragonfly.
Menu Madness: Rabbit, Owl, Horse, Beetle, Bear, Bear.
Clean Screen: Rabbit, Owl, Lizard, Elk head, Fish, Rabbit.
Credits: Elk head, Elk head, Elk head, Elk head, Elk head, Elk head.

WCW Backstage Assault

On the main menu screen, enter any of these codes for the results as shown. You will hear a sound when they are entered correctly.
Unbreakable Weapons: L-Shift, R-Shift, L-Shift, R-Shift, C-Left, C-Left.
Super High Stamina: R-Shift, R-Shift, B, R-Shift, R-Shift, B.
New Wrestler Noises: R-Shift, L-Shift, R-Shift, L-Shift, B, B.
Tiny Wrestlers: R-Shift, R-Shift, L-Shift, L-Shift, C-Left, C-Left.
Women Wrestlers Are Huge: R-Shift, R-Shift, B, B, L-Shift, L-Shift.
No Damage: On the main menu screen, press R-Shoulder, R-Shoulder, B, R-Shoulder, R-Shoulder, B. When you begin a one player game, your wrestler will not take any damage from the CPU opponent.

WinBack: Covert Operations

Trial Mode: On the title screen that says "Press Start," enter Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C-Down and press START. Now Trial Mode will be available. You can play any level in the game in this mode.
Open ALl Multiplayer Characters: On the title screen that says "Press Start," enter Up, Down, Down, Right, Right, Right, Left, Left, Left, hold C-Up and press START. This will give you access to all the characters, including the bosses!
Max Power: This trick will give you all the game's weapons with unlimited ammunition. On the "Press Start" screen, quickly press C-Right, C-Left, C-Right, C-Left, C-Down, C-Up, C-Down, C-Up, then hold the L-Shoulder and press START. You will hear a gunshot if entered correctly.

WipeOut 64

All Ships: At the main menu hold Z+L-Shoulder+R-Shoulder. Quickly press Down-C, Down-C, Down-C, Down-C, Right-C, Up-C, Left-C. After you enter the code, you'll see a green flash on the screen.
Infinite Energy: Hold Z+L-Shoulder+R-Shoulder while playing and then press Up-C, Down-C, Left-C, Right-C, Up-C, Down-C, Left-C, Right-C.
Infinite Weapons: Hold Z+L-Shoulder+R-Shoulder while playing and press Down-C, Down-C, Left-C, Left-C, Right-C, Right-C, Up-C.

World Driver Championship

Access all G2 Circuit Cars: In Championship Mode, after entering your name and hearing from the racing teams, you come to the GT2 Circuit menu. It says, "Teams/Even Select," "Save Game" and "Main Menu" on the left. Using the SECOND Controller, press Z, Right, Z, Z, Z, B,C-Down, A, Right, START. There will be no notification and the screen will advance when you hit A, but all of the GT2 cars will be available. *Note: No experience points will be gained and the same number of Gold Cups will still be needed to unlock events.*

WWF: No Mercy

From the "Superstar Select" screen, you can find new wrestlers.
Jacqueline: Press C-Left or C-Right while highlighting Ivory.
Funaki: Press C-Left or C-Right while highlighting Taka Michinoku.
Goodfather: Press C-Left or C-Right while highlighting Godfather.
Debra: Press C-Left or C-Right while highlighting Terri.

WWF Warzone

Once you've opened one of the features or modes, press L-Shoulder, then the R-Shoulder at the main menu screen to move down to the basement. From here, you can access all of the cheats you've opened!
Random Wrestler: On the character selection screen, hold Up and press Block.
Taunt Your Opponent: In the middle of a match, press A+Left-C together. Or, for an alternate taunt, press B+Down-C together.
Access Dude Love and Cactus Jack: Beat WWF Challenge on "Normal" with Mankind.
Burp and Fart Mode: Beat WWF Challenge with Mosh or Thrasher on any difficulty. Whenever you get hit or hit someone, you'll hear a burp or a fart!
Goldust's Extra Costumes: Beat WWF Challenge on Normal with Goldust to get more costumes.
Ladies Night Mode: Beat WWF Challenge with Triple H or Shawn Michaels to get access to female bodies in the Create-a-Wrestler Mode: No Wimps Mode.
Disable Blocking: Beat WWF Challenge with Faarooq or Ken Shamrock.
Cool Reflections: Beat WWF Challenge with any wrestler on any mode to turn the wrestler's shadows into full-color reflections.
Play as Sue: Beat WWF Challenge with Owen or Bret Hart to access Sue the ring girl.

GameShark Codes

Army Men: Green Rogue

Infinite Lives	800EDDEC0063
Press R2 For Bio-Strike	D010B502FDFF
	800EE1140106
Unlock All Levels	800EDB4E0001
Very High Score	800EDDE215E7
	800EDDE605F5

Batman: Gotham City Racer

Stop Timer	D306E8900000
	80042ABC2400
Unlock All Levels	800662360033
No Collision Damage	D306E8900000
	800442742400
Infinite Turbo	D306E8900000
	80047BC82400

Bowling

Max. Score P1	801A2B1C03E7
Max. Score P2	801A319803E7
P1 Press R1 For Fast Ball	D01B6D82FDFF
	801A1950002D
Inf. Balls (Quest Mode)	801A2B280063
Lvl. 1 Start (Quest Mode)	D21A24D80014
	801A24D80014
Start On Level 2 (Quest Mode)	
	D21A24D80028
	801A24D80028
Start On Level 3 (Quest Mode)	
	D21A24D8003C
	801A24D8003C
Start On Level 4 (Quest Mode)	
	D21A24D80050
	801A24D80050

Digimon World 2

Max EL 6th Digimon	8005E8DCFFFF
All Levels Opened	8005F644FFFF
	8005F646FFFF
All Ports Opened	8005F648FFFF
Have All Items In Server	5000EC020000
	3005F3F60063

Gran Turismo 2 (Greatest Hits)

Start On 2nd Lap (Arc)	D00A9A5C0001
	800A9A5C0002
Quick Win (Arc)	D00A9A5C0000
	800A9A5C0002
Maxium Cash (Sim)	801D156A1525
	801D15680FFF
Gold Licenses B (Sim)	801CB9C80400
	801CBA6C0400
	801CBB100400
	801CBBB40400
	801CBC580400
	801CBCFC0400
	801CBDA00400
	801CBE440400
	801CBEE80400
	801CBF8C0400
Gold Licenses A (Sim)	801CB3600400
	801CB4040400
	801CB4A80400
	801CB54C0400
	801CB5F00400
	801CB6940400
	801CB7380400
	801CB7DC0400
	801CB8800400
	801CB9240400
Gold Licenses I-C (Sim)	801CC0300400
	801CC0D40400
	801CC1780400
	801CC21C0400
	801CC2C00400
	801CC3640400
	801CC4080400

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PlayStation

007 Racing

New Car in Two Player Mode: On the title screen, where "Press Start" is flashing, quickly press L1, R1, Triangle, Circle, X. You will hear an evil laugh when this is entered correctly. From the main menu, choose Two Player mode and your type of game. On the car select screen, scroll left or right until you see the Aston Martin Vantage. You may now use this car in the two player mode!

Alien Resurrection

Cheat Menu: On the main menu screen, press Circle, Left, Right, Circle, Up, R2. You will hear a sound. Now go down and access the options. In the options menu, there will be a new setting called Cheat Menu. Go into this menu to access a level select, Infinite Ammo, Infinite Health, No Chestburst and No Drown.

Army Men: Air Attack 2

Final Password: From the main menu, choose Continue Game and then scroll to the "Password" option. Then enter Triangle, X, Down, Left, Right, X, Circle, Square. Now choose a Single or Co-operative game. You will then see that you are on Mission 22. Move Left to scroll through previous missions and select any one you want to play.

Blade

At the main menu screen, enter these tricks. In the middle of the game, press START to pause and access the Cheat Menu to activate them.

Infinite Weapons: Down, Right, Up, Left, L2, L1, R2, R1.

Infinite Health: Left, Left, Left, Right, L2, L1, R2, R1.

All Items: Right, Left, Up, Down, L2, L2, R2, R2.

Bust-A-Move 4

Enter these codes quickly at the title screen while the words "Press Start Button" flash.

More Puzzles: At the title screen, press Triangle, Left, Right, Left, Triangle. You will hear a sound and see a little green spinning icon in the lower-right corner of the screen to confirm that it worked. From the game menu, choose "Puzzle" and then pick "Arcade." Choose your difficulty level and then you'll be able to play a plethora of new stages!

All Characters: Right, Right, Triangle, Left, Left. You will hear a cheering sound to confirm that it worked.

Tarot Reading: Up, Triangle, Down, Triangle, Up (this opens in the option menu). You will hear a cheering sound to confirm that it worked.

Talk Demonstration: Square, Up, Left, Down, Right, Up, Square, Down, Left, Up, Right, Down, Square. You must have put in the All Characters and Tarot Reading first, for this to work. You will hear a cheering sound to confirm that it worked.

Colin McRae Rally 2.0

On the main menu, choose "Arcade" and then pick the mode you want to play. Choose a one or two player game and on the driver select screen, access the "Create New Driver Profile" option. After entering any three letter tag entry you want, put in your name as one of these passwords as shown.

Unlock All Cars: ONECAREFULOWNER

Unlock All Tracks: HELLOCLEVELAND

Cool Boarders 4

To access these cheates, go to the name entry screen and put in the following passcodes. You will hear a voice say, "Hey, no cheating" to confirm that you've entered the code correctly.

Every Mountain Available: ICHEAT

Every Special Event Available: IMSPECIAL

Croc 2

Max-Out Your Crystals: On title screen, hold down L1 and then press Square, Square, Circle, Down, Left, Right, Left, Right. Once you activate the code, begin your game and hold R2 and press Square to add 100 crystals. You can add as many as you like (press the same button sequence) for a maximum of 9,999!

Cyber Tiger

From the course select screen, press the Circle button and enter one of these codes as a password to open up new courses.

Cyber Badlands Course: HARESO

Cyber Canyons Course: NAMOPI

Cyber Sawgrass Course: SECARE

Cyber Summerlin Course: PORASO (Now you have your choice of courses!)

Danger Girl

Level Cheat Mode: On the main menu, press L1, R2, L2, R1, Circle, Square, Triangle, Triangle. Then press and hold L1+L2+R1+R2 to get access to every level. Inside any level, press START to pause and you will see "Cheat Options." Press X on this option to see the Cheats that can be opened by discovering icons in many levels of the game.

Dave Mirra Freestyle BMX

Unlock Slim Jim: On the rider select screen, press Down, Down, Left, Right, Up, Up, Circle.

Unlock All Bikes: On the bike select screen, press Up, Left, Up, Down, Up, Right, Left, Right, Circle.

Unlock All Styles: On the style select screen, press Left, Up, Right, Down, Left, Down, Right, Up, Left, Circle.

Every Level Open: From the main menu screen, choose the Proquest Mode. Go to the level select screen and press Left, Up, Right, Down, Left, Down, Right, Up, Left, Circle. Now, every level will be open!

Die Hard Trilogy 2

From the main menu, choose Movie Mode or Arcade Mode. If you choose Arcade Mode, pick the spinning John McClane figure. In the middle of the third person game, press START to pause. Now enter one of these codes for various results. For maximum results, enter the Unlimited Ammo code after the Every Weapon code.

Every Weapon: Square, Square, Circle, Circle, L1, L1.

Unlimited Ammo and Grenade Weapons: L1, L1, R1, R1, Circle, Circle.

Invincibility: Triangle, Triangle, Circle, Circle, L1, L2.

From the main menu, choose Movie Mode or Arcade Mode. If you choose Arcade Mode, pick the spinning pistol. In the middle of the first-person shooting game, press START to pause. Now enter one of these codes (For best results, enter the Unlimited Ammo code after the Every Weapon code).

Every Weapon: Square, Square, Circle, Circle, L1, L1.

Unlimited Ammo: L1, L1, R1, R1, Circle, Circle.

Invincibility: Triangle, Triangle, Circle, Circle, L1, L2.

Automatic Weapon Reload: Square, Square, Triangle, Triangle, Circle, Circle.

Super Slow Rockets: L1, R1, R1, L1, Triangle, Square.

Slow Motion Movement: Triangle, L1, Triangle, L1, Triangle, L1.

Debug Menu: On the main menu screen, press L1, L1, Circle, Circle, Square, Square. The "Debug" menu will appear with the options of a Movie Player and Direct Level Access. Now you can watch any movie or choose any starting level in the game!

Duke Nukem: Land of the Babes

From the main menu screen, access the Options. Move down and access Cheats. On the screen are locked versions of most of the codes.

Level Select: Circle, X, Square, Square, X, Square, Circle.

Invincibility: L1, Square, Circle, Circle, Square, L1, L2.

All Weapons: R2, X, L1, Square, R1, Circle, L2.

Infinite Ammunition: L2, Circle, R2, Square, Circle, L2, R1.

Double Damage: Square, Square, Square, Circle, Circle, Circle, X.

Temporary Invincibility: L1, L1, L1, L1, L1, L1, R2.

Invisibility: Square, X, Circle, Square, X, Circle, Square.

Full Ego: R1, R1, Circle, Circle, L1, L1, R2.

Full Armor: L1, L1, R1, R1, X, X, Circle, Circle.

First Person View: L2, R1, L1, R2, Circle, X, Square.

Big Head Duke: Square, Square, X, Circle, Circle, X, Square.

Small Head Duke: Square, X, Circle, Circle, X, Square, Square.

Big Head Enemies: X, X, R1, X, L1, X.

Small Head Enemies: X, L1, X, R1, X, X.

Wacky FMV Sequences: L1, L2, R1, R2, Circle, Circle, Square, Square.

Outtake FMV Sequences: L1, L2, R1, R2, Square, Square, Circle, Circle.

Ending FMV Sequence: Circle, R2, L1, Square, L2, X, R2.

Unlock Every Cheat: L1, L2, R2, R1, L1, L2, R2, R1, L1, L2, R2, R1, L1, L2, R2, R1, Circle, Circle, Circle, Circle, X, X, X, X, Square, Square, Square, Square, SELECT, SELECT, SELECT, SELECT.

Eagle One: Harrier Attack

To enter these cheats, go to the main menu screen and access the options menu. You will hear a sound to confirm the trick was entered correctly.

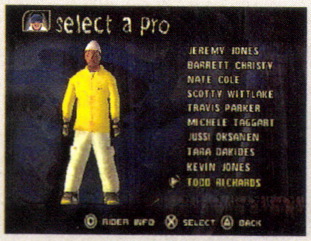
Invincibility: R1, L1, R2, L2, L1.

Level Select: R1, L1, R2, L2, START.

Infinite Ammunition: R1, L1, R2, L2, R1.

Cool Boarders 2001

All Boards, Players and Events: From the main menu, choose Career Mode and enter your name as GIVEALL when the choose player screen appears. A voice will say, "Hey, no cheating" when you enter the name correctly. You will now have access to all boards, players and events in the game.





Fear Effect 2: Retro Helix

To do these tricks, you must beat the game at least once. Next, begin a new game and wait until the cinema ends. After Rain goes into the next room, move Hana forward until the view changes. You will see a control panel on the left side of the screen. Move up to the panel until you see the "Use" command appear. Press the Triangle button to access the panel. Once you do this, enter one of the following number codes to initiate these tricks.

Huge Head: 10397
Every Weapon: 11692
Infinite Ammo: 61166

Frogger 2: Swampy's Revenge

Enter any one of these tricks while paused during play. You will see a visual confirmation that the codes worked after entering them.

Level Select: While holding Square, press Up, Down, Left, Right, Right, Right, Down, Left.
Level Skip: While holding Square, press Right, Left, Up, Up, Up, Right, Left, Left.
Unlimited Lives: While holding Square, press Down, Down, Up, Down, Right, Down, Up, Up.
Every Character in Multiplayer: While holding Square, press Left, Right, Left, Left, Left, Up, Left, Left.
Temporary Invulnerability: While holding Square, Left, Left, Up, Left, Down, Right, Right, Right.
Mad Garibs On: While holding Square, press Right, Left, Right, Left, Up, Up, Left, Right.

Grand Theft Auto 2

From the main menu, access "Play" and then "Player Name." Enter the name of your player as one of these codes for the results shown.

No Police: LOSEFEDS
10,000,000 Points: BIGSCORE
Multiplier x5: HIGHFIVE
All Weapons: NAVARONE
Unlimited Energy: LIVELONG
Most Wanted: DESIRES (Your "wanted" level is maxed out. Everyone will be after you.)
Level Select: When asked to enter your player's name, put in ITSALLUP on the entry screen. Now you can choose your level!

Grind Session

All Tricks Enabled: Press START to pause the game, then press Down, Left, Up, Right Down, Left, Up, Right. "All Tricks Enabled" will appear on the screen. Now when you access the Trick List, you will see all of them are enabled.

Hot Shots Golf 2

Incredible Code: From the title screen, choose New Game. When asked to choose your name, enter 2GSH and then press the O.K. button on the screen. Now all of the hidden characters will be unlocked, all difficulties, special clubs and balls will be available, prizes and more!

International Track & Field 2000

Play as Konami Man: On the "Select Event" screen, choose the event you want to play and then enter the Konami code (Up, Up, Down, Down, Left, Right, Left, Right, Circle, X). If entered correctly, you'll hear a sound. Now when you begin the event, your character will be Konami Man! When you begin an event with a female athlete, the character will be Konami Woman.

Jackie Chan: Stuntmaster

Enter these tricks on the title screen where it says, "Press Start Button."

Level Select: L2, Square, Triangle, Circle, X, R2, R2. You'll hear a sound if the trick was entered correctly.
Behind the Scenes Movie: Left, Right, R1, Circle, Square, Triangle, Triangle. The "Press Start Button" text will be replaced with "Bonus Movie." Press X to see the movie.

Killer Loop

On the main menu screen, press and hold the START button. With START held, press the following buttons for these results.

Class 2 H&K Tripod: Down, Left, Up, Left, Down, Right, Up, Left.
Class 2 Sinus Tripod: Down, Left, Up, Left, Down, Left, Up, Right.
Class 3 Pulse Tripod: Down, Left, Up, Left, Down, Right, Up, Right.
Class 3 Reac Tripod: Down, Right, Up, Left, Down, Left, Up, Left.
Class 3 Sinus Tripod: Down, Left, Up, Right, Down, Left, Up, Left (note: This also opens up Killer Loop Mode).
Class 4 H&K Tripod: Down, Right, Up, Left, Down, Left, Up, Right.
Class 4 Sinus Tripod: Down, Left, Up, Right, Down, Right, Up, Right.
Class 4 Pulse Tripod: Down, Left, Up, Right, Down, Right, Up, Left.
Class 4 Reac Tripod: Down, Right, Up, Left, Down, Right, Up, Right.
All Tracks: Up, Left, Down, Left, Up, Left, Down, Right.

Kurt Warner's Arena Football Unleashed

On the "Today's Contest" screen, enter any of these codes the number of times shown with the Turbo, Jump and Pass buttons (For example, if the code is 1, 2, 3, Right, you will press Turbo one time, Jump two times, Pass three times and the press Right).

Fast Passes: 2, 5, 0, Left.
Super Passing (2P must Agree): 4, 2, 3, Right.
Super Field Goals: 1, 2, 3, Left.
Show Field Goal %: 0, 0, 1, Down.
Allow Stepping out of Bounds: 2, 1, 1, Left.
Power-Up Blockers: 3, 1, 2, Left.
Avengers Stadium: 1, 1, 5, Left.
No First Downs: 2, 1, 0, Up.
No Interceptions: 3, 4, 4, Up.
Infinite Turbo: 5, 1, 4, Up.
Super Blitzing: 0, 4, 5, Up.
Power-Up Teammates: 2, 3, 3, Up.
Power-Up Defense: 4, 2, 1, Up.
No Random Fumbles: 4, 2, 3, Down.
Hide Receiver Name: 1, 0, 2, Right.
Big Football: 0, 5, 0, Right.
Big Head: 2, 0, 0, Right.
Huge Head: 0, 4, 0, Up.
No Head: 3, 2, 1, Left.
Headless Team: 1, 2, 3, Right.
Team Tiny Players: 3, 1, 0, Right.
Team Big Players: 1, 4, 1, Right.
Team Big Heads: 2, 0, 3, Right.
Hyper Play (2P must agree): 5, 5, 5, Up.
Show More Field (2P must agree): 0, 2, 1, Right.
No CPU Assistance (2P must agree): 0, 1, 2, Down.
Power-Up Speed: (2P must agree): 4, 0, 4, Left.
Tournament Mode (2P game only): 1, 1, 1, Down.
Smart CPU Opponent (1P game only): 3, 1, 4, Down.
Power-Up Offense: 3, 1, 2, Up.
Fast Turbo Running: 0, 3, 2, Left.
Invisible: 4, 3, 3, Up.

Legacy of Kain: Soul Reaver

Refill Health: Hold L1 and press Down, Circle, Up, Left, Up, Left.
Next Level Health: Hold L1 and press Right, X, Left, Triangle, Up, Down.
Maximum Health: Hold L1 and press Right, Circle, Down, Up, Down, Up.
Refill Magic: Hold L1 and press Right, Right, Left, Triangle, Right, Down.
Maximum Magic: Hold L1 and press Triangle, Right, Down, Right, Up, Triangle, Left.
Pass Through Barriers: Hold L1 and press Down, Circle, Circle, Left, Right, Triangle, Up.
Wall Climbing: Hold L1 and press Triangle, Down, L2, Right, Up, Down.
Hurt Raziel: Hold L1 and press Left, Circle, Up, Up, Down.
Force: Hold L1 and press Left, Right, Circle, Left, Right, Left.
Constrict: Hold L1 and press Down, Up, Right, Right, Circle, Up, Up, Down.
Force Glyph: Hold L1 and press Down, Left, Triangle, Down, Up.
Stone Glyph: Hold L1 and press Down, Circle, Up, Left, Down, Right, Right.
Sound Glyph: Hold L1 and press Right, Right, Down, Circle, Up, Up, Down.
Water Glyph: Hold L1 and press Down, Circle, Up, Down, Right.
Fire Glyph: Hold L1 and press Up, Up, Right,

GameShark Codes

Continued from Page 40

	801CC4AC0400
	801CC5500400
	801CC5F40400
Gold Licenses I-B (Sim)	801CCD000400
	801CCDA40400
	801CCE480400
	801CCEEC0400
	801CD2C40400
	801CCF900400
	801CD0340400
	801CD0D80400
	801CD17C0400
	801CD2200400
Gold Licenses I-A (Sim)	801CC6980400
	801CC7360400
	801CC7E00400
	801CC8840400
	801CC9280400
	801CC9CC0400
	801CCA700400
	801CCB140400
	801CCBB80400
	801CCC5C0400
Gold Super License (Sim)	801CACF80400
	801CAD9C0400
	801CAE400400
	801CAEE40400
	801CAF880400
	801CB02C0400
	801CB0D00400
	801CB1740400
	801CB2180400
	801CB2BC0400
Quick Win (Sim)	D00A9A5C0000
	800A9A5C0002
	800A98A40001

KISS Pinball

Inf. Balls (Oblivion)	80045A042400
Inf. Balls (Netherworld)	D0034014FFFF
	8004435E2400

Metal Slug X

P1 Invincible	800CA30C0068
P2 Invincible	800CA4580068
Infinite Time	8002962A2400
Infinite Primary Ammo	8002DCE62400
Infinite Secondary Ammo	
	800398BE2400
Unlock "Another Mission"	
	800D4212FF00

Rugrats: Totally Angelica

Tons Of Points	801DC3CE1388
Unlock All Floors	801DC3CA0006
Infinite Time(Fluffy's Maze)	
	80136DE04500
Have All Fashion Items	500003040000
	801DC3D4FFFF
	500008040000
	801DC3E0FFFF

The Simpsons Wrestling

Enable All Characters	500004040000
	800741E80001
Enable Defender Circuit	80072BF00001
Enable Champion Circuit	80072BF20001
Enable Bonus Menu	80072BD00001
P1 Quick Pin	800E17AC0003
P2 Quick Pin	800E18680003

Spec Ops: Ranger Elite

Infinite Health (Both Rangers)	
	8001C2B82400
Infinite Primary Ammo	8001B1CA2400
Infinite Secondary Ammo	
	800200EA2400
Infinite Time	8002A2EA2400

In the Army Now

Army Men 3D

After you have started the mission, press the START button to bring up the pause screen. These codes must be put in within about two seconds to work.

Make Sarge Invincible: Hold Square, Circle, L1, L1+L2 (Simultaneously).

All Weapons: Hold Square, Circle, R1, L1, R1+R2 (Simultaneously).

Army Men: Air Attack

Enable Co-Pilots: Press START on the title screen to go to the main menu. On the main menu, access the password screen. Now enter this code to get access to all the co-pilots: Up, Down, Up, Down, Up, Down, Up, Down. Press START to accept the code. Begin a new game and move down to the Co-Pilot option to access them.

Army Men: Sarge's Heroes 2

Invincibility: In the middle of a game, press START to pause. Then press Square, Circle, L1, R1. You will hear a sound. Unpause the game and you will see the word, "Invincible!" at the top of the screen.

Every Weapon and Unlimited Ammo: In the middle of a game, press START to pause. Then press Square, Cirlce, R1, L1. You will hear a sound. Unpause the game and you will see the word, "Power Up" at the top of the screen. Press Circle continuously to scroll through your available weapons.

Command and Conquer: Red Alert Retaliation

In the middle of the game, press the Triangle button to bring up the sidebar. Now, move the cursor over the appropriate symbols (X, Circle, Triangle, Square) and key in each sequence with the Circle button to obtain the following results.

Win Current Mission: Circle, Circle, Triangle, X, X, Square.

Lose Current Mission: Circle, X, Circle, Square, Square, X.

Unshroud: Triangle, Triangle, X, Circle, Triangle, Square. This turns off the shroud so you can see everything in the level.

Increase Money: X, X, Square, Circle, Circle, Circle. This increases your money by $1,000 each time you enter the code.

Equip Parabomb: X, X, X, Circle, Triangle, Square.

Equip Nuke: Circle, X, Circle, Circle, X, Square. Equip Chrono: Square, Circle, Triangle, X, Circle, Circle.

Equip Iron Curtain: Square, X, Circle, X, Triangle, Triangle.

Change Civilian Names: Square, Square, Circle, Circle, Triangle, Triangle. This replaces the generic "civilian" names with real names.

Soylent Green: Square, X, Square, X, Square, X. Harvest people instead of ore

Up, Triangle, L2, Right.

Sunlight Glyph: Hold L1 and press Left, Circle, Left, Right, Right, Up, Up, Left.

Shift at Any Time: Hold L1 and press Up, Up, Down, Right, Right, Left, Circle, Right, Left, Down.

Looney Tunes Racing

Enter these codes from the main menu.

Duck Dodgers: L2, Square, Square, Triangle, Circle, SELECT.

Evil Scientist: Square, Circle, L2, R2, Triangle, SELECT.

Foghorn Leghorn: Right, Right, L2, Square, Square, SELECT.

Genie: Square, L1, R1, Triangle, Circle, SELECT.

Gossamer: Triangle, Circle, R2, R1, Square, SELECT.

Granny: Circle, Triangle, Triangle, L1, R1, SELECT.

Hector: Triangle, L2, L1, Triangle, Square, SELECT.

Pepe Le Pew: Left, Right, R1, Circle, Square, SELECT.

Rocky: Triangle, Left, R2, Circle, Circle, SELECT.

Sylvester: Left, Left, L1, Triangle, Circle, SELECT.

Yosemite Sam: Left, Right, R2, Square, Circle, SELECT.

Wackyland Bonus Level (single race): L1, Circle, Square, R2, Triangle, SELECT.

Planet Y Bonus Level (single race): Right, Left, Triangle, L2, L1, SELECT.

Planet X Speedway (2 Player VS. mode): R1, Square, Circle, L2, Triangle, SELECT.

Garden Speedway (2 Player VS. mode): R1, Right, Left, L1, Square, SELECT.

Forest Speedway (2 Player VS. mode): Triangle, R2, Left, Triangle, L1, SELECT.

Duck Dodgers' Speedway (2 Player VS. mode): Circle, Left, Square, Square, R2, SELECT.

Marvel vs. Capcom

Hidden "EX" Option: Press START at the title screen. When the main menu appears, highlight "Option," press and hold SELECT and then press START. The "EX" option will appear and you'll be able to choose your vitality, recovery speed, a full hyper combo gauge and more!

Medal of Honor Underground

From the main menu screen, choose the options. Access the "Passwords" screen and put in these codes for the results shown. Once these passwords are in, choose "Secret Codes" from the options screen to activate them. The codes will work in the levels you've already completed.

Invincibility: PUISSANCE

Quadruple Firing Rate: BALLESVITE

Bouncing Bullets: RICOCHET

Podoski Mode (One hit kills for enemies and you): LATIREUSE

Wacky Taxi (1 minute to kill each enemy you come across): AUTODINGUO

Ulitmate Cheat: First, put in ENTREZVOUS and press the Send key. Enter the "Password" screen again and put in PORTE-CLEFS as your code and press Send. Everything will now be opened on the "Secret Codes" screen.

Cartoon Sketch Pictures: MOHDESSINS

Dreamworks Pictures: DWIECRANS

Team Pictures: MOHUEQUIPE

Panzerknacker Unleashed Mission: From the main menu screen, choose the options. Access the "Passwords" screen, put in ENTREZVOUS and press the Send key. Enter the password screen again, put in LEMONSTRE for the code and press the Send key. Now go to the Save, Load and Records screen and access the Mission Log. You will see the Panzerknacker Unleashed mission available on the bottom of the screen.

Mega Man X5

Enter these codes on the character select screen. You'll hear a sound if the code was entered correctly.

Ultimate Armor for X: Highlight Mega Man X and press Up, Up, Down, Down, Down, Down, Down, Down, Down, Down.

Ultimate Armor for Zero: Highlight Zero and press Down, Down, Up, Up, Up, Up, Up, Up, Up, Up.

MediEvil II

Cheats Menu: Press START to pause the game, then press and hold the L2 button. While holding it, press Triangle, Circle, Triangle, Circle, Circle, Triangle, Left, Circle, Up, Down, Right, Circle, Left, Left, Triangle, Right, Circle, Left, Left. "Cheats" will appear at the bottom of the pause menu. Access this new option to receive Complete Level, Invulnerability, Danhand Ability, All Levels Open and Head Size. You'll also open options that add health, money and weapons!

Metal Gear Solid

Snake's Tuxedo: To play as Solid Snake in a tuxedo, you'll have to beat the game twice using your old save data to reload new games. Then, on the third game, Snake will change into his tuxedo when he is on the elevator coming out of the dock.

Micro Maniacs Racing

From the main menu, choose options. From the "Options" screen, choose Secret Options. On this screen, press and hold the SELECT button. While holding this button, enter the following tricks as shown.

All Tracks Unlocked: Triangle, Circle, Circle, Triangle, Down, Up, Up, Down.

Infinite Power-Ups: Circle, X, Triangle, Square, X, Left, X, Square, Square, Circle, Left, Circle, Up, Triangle.

Tough Guys: Square, X, R1, Circle, Up, Square, Down, Up, Down, X, Square.

Tanks Mode: Down, Up, Square, Triangle, Circle, Triangle, Right, Triangle. Press either L1, L2 or R2 to shoot the cannon.

Motion Blur: Triangle, Circle, Right, Triangle, Up, Right, Circle, Up, Square.

Slow CPUs: Up, Left, Triangle, Right, Triangle, Circle, Triangle, Square, Up, Triangle, Left.

Ultimate AI: Circle, Up, Triangle, Circle, Left, Triangle, Square, Square, X, Down.

Mike Tyson Boxing

From the main menu, choose the "World" option. Access the "New Career" option and pick any boxer. When asked to enter your name, enter one of these codes. After entering them, do not choose "End." Instead, press the Triangle button to exit the World Mode.

John L. Sullivan and Docks Stadium: OLD MAN

Jimmy Flex and Club Fud Stadium: CLUBFUD

Invisible Man: GONE

Large Heads: BONGY

Small Heads: BINGY

Large Hands and Feet: STUPID

Stretchy Neck: NECK

Pulsating Head When Punched: OUCH

Head Spins When Punched: HURTS

All Features Back to Normal: NORMAL

Moto Racer: World Tour

Ultimate Code: On the main menu screen, press Square, Triangle, Circle, Circle, Up, Up, Left. The screen will flash and you will hear a sound. Now you will have access to all the bikes, courses and game modes.

Slower CPU Bikers: On the main menu screen, press Down, Up, Up, Right, Triangle, Square, R2. The screen will flash and you will hear a sound.

MTV Sports: Skateboarding

Cheat Password: On the main menu screen, pick Single Player. On the next menu, enter Lifestyle. Delete the name on this screen, and put in PASWRD as your name. In Lifestyle mode, you will have access to new boards and outfits. Choose your character and begin the game. Now pause and quit. Go back to the main menu and pick Single Player. On the next menu, pick Freeplay. In addition to new boards and outfits, all the hidden skaters and parks will be unlocked!

Muppet RaceMania

On the title screen (with "Press Start" flashing), enter the following tricks. You will hear a horn if you entered the trick correctly.

All Courses, Characters and Vehicles (except the secret courses): Triangle, Circle, Triangle, Square, Triangle, X, Triangle, Triangle, X, Circle.

Credits/Overhead Courses: Circle, Triangle, Square, Triangle, X, Triangle, Square, Circle, Triangle, X. Access the options screen and

Dance Dance Revolution

Hidden Characters: On the character select screen, press Up or Down on the dance pad (or control pad). This will give you a new row of characters to choose from, such as Disco, Disk: A, and Dread Snake. Press Left or Right to scroll through the new choices.





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MATURE M COMPLETE RATED BY ESRB

Blood and Gore
Violence

PlayStation 2

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Crash into Me

Crash Bandicoot

All Levels: Enter the following code at the "Password" screen: Triangle, Triangle, Triangle, Triangle, X, Square, Triangle, Triangle, Triangle, Triangle, Square, X, Triangle, Circle, Triangle, Triangle, Triangle, Circle, Square, Triangle, X, X, X, X.

Crash Bandicoot 2: Cortex Strikes Back

Extra Lives: Inside the second warp room, move up to the bear that is barking and keep jumping on top of him. This way, you will gain 10 extra lives (Note: This can only be done one time).

Crash Bandicoot: Warped

Free Apples: When you are playing a level that has the rock-throwing monkeys, go up to the vases that they occupy and destroy them. Now jump onto the monkeys to get the free apples.

Crash Bandicoot

On the main menu screen, hold L1+R1 and press the following button combinations to get the results as shown. You will hear a noise when entered correctly.

Unlock Komodo Joe: Press Down, Circle, Left, Left, Triangle, Right, Down. You can play as Komodo Joe in any mode except Adventure.

Unlock Papu Papu: Press Left, Triangle, Right, Down, Right, Circle, Left, Left, Down. You can play as Papu Papu in any mode except Adventure.

Unlock Pinstripe: Press Left, Right, Triangle, Down, Right, Down. You can play as Pinstripe in any mode except Adventure.

More Tracks: Right, Right, Left, Triangle, Right, Down, Down.

Invisible Racer (only wheels): Up, Up, Down, Right, Right, Up.

Super Turbo Pads: Triangle, Right, Right, Circle, Left.

Scrapbook Option: Up, Up, Down, Right, Right, Left, Right, Triangle, Right.

"Unlimited" Tricks: *After entering one of these next tricks, you will have to reset the game to get a different unlimited object.*

Unlimited Wumpa Fruit: Down, Right, Right, Down, Down.

Unlimited Bombs: Triangle, Right, Down, Right, Up, Triangle, Left.

Unlimited Masks: Left, Triangle, Right, Left, Circle, Right, Down, Down.

Character Codes: At main menu screen (with Adventure, Time Trial, etc.), press and hold L1+R1 and enter one of these codes (works in any mode except Adventure).

Ripper Roo: Right, Circle, Circle, Down, Up, Down, Right.

N. Trophy: Down, Left, Right, Up, Down, Right, Right.

Penta Penguin: Down, Right, Triangle, Down, Left, Triangle, Up.

then choose "The End." While the credits are scrolling, press START and you will be able to choose from six overhead courses!

Arches Course: Square, Circle, X, Circle, Square, Triangle, Circle, X, Circle, Triangle.

Fraggle Rock Course: X, Square, X, Square, X, Square, Triangle, Circle, X, Square.

Studio Course: Square, Square, Circle, Circle, X, Circle, Triangle, Circle, Triangle, Square.

NASCAR 2001

From the main menu screen, choose Options. On the options menu, choose Credits. On the credits menu, choose Development. Now you must wait for the FMV to end. When the credits are scrolling, you can enter any one of these tricks.

Asher Boldt Driver: While holding L2, press Square, Circle, Triangle, X.

John Andretti's Other Car: While holding R1, press Square, Triangle, Square, Triangle.

KC Monoxide Driver: While holding L2, press Square, Circle, X, Down, Up, Right, Left.

Shorty Leung Driver: While holding R2, press Square, Circle, X, Up, Down, Left, Right.

Jocko Michaels Driver: While holding L1, press Square, Triangle, Square, Circle, Square, X.

Treasure Island Course: While holding L2, press Square, Circle, Square, Up, Up, Down, Up, Left, Right, X.

Proving Grounds Course: While holding R1, press Left, Circle, Up, Down, Right, Right, Right.

NASCAR Rumble

Tracks and Pro Drivers: From the main menu screen, choose "Game Options." Access Load and Save and move Left for the "Password" option. On the password screen, enter C9P5AU8NAA. All drivers under the pro level will be open and all the tracks will be available, including the bonus.

NBA Hoopz

On the "Tonight's Matchup" screen, enter these codes with the Turbo, Shoot and Pass buttons the number of times shown, and then press the D-pad in the direction indicated by the code (For 4-3-2 Up, you would press Turbo four times, Shoot three times, Pass two times and then press Up).

ABA Ball: 1-1-1 Right

Show Hotspot: 1-1-0 Down

No Goaltending: 4-4-4 Left

No Fouls (2P must agree): 2-2-2 Right

Big Heads: 3-0-0 Right

Tiny Heads: 3-3-0 Left

Infinite Turbo: 3-1-2 Up

Beach Court: 0-2-3 Left

Granny Shots: 1-2-1 Left

No Hotspots (2P must agree): 3-0-1 Up

Street Court: 3-2-0 Left

Home Uniform: 0-1-4 Right

Tiny Players: 5-4-3 Left

Show Shot Percentage: 0-1-1 Down

Away Uniform: 0-2-4 Right

NCAA GameBreaker 2001

On the main menu screen, choose the "Customize" option. On the "Customize" screen, choose the "Easter Eggs" option. Now enter these passcodes to unlock various new game options (Note: Smaller capital letters indicate the entry of the passcode using the smaller size letters).

Player Attributes Are Now 99: BEAT DOWN

Acquire All Blue Chips: MOTIVATE

Make High Attribute Walk-On Players: FRANKENSTEIN

Take You to Credits Screen: HOLLYWOOD

NCAA Football 2001

At the main menu, select the "Game Settings" option. Next, highlight and enter the Secret Codes menu. Now press SELECT and enter one of these cheats to get the following results. "It's in the game" will be spoken when the codes are entered correctly.

Full Poll: POPULARITY (Press R1 twice on the Poll screen to view more team rankings.)

Slower Players: CEMENTFEET

All Stadiums Unlocked: OPENSESAME

View CPU Plays: MINDREADER

Faster Players: SCRAMBLE

Faster Daytime Effects: DAYNIGHT

Maximum Attribute Points: BALLER

Maximum Recruiting Points: HEADCOACH

Receivers Always Catch: HANDSOFGLUE

Defense Always Intercepts: OSKIE

Wind at Maximum: SAFETY

Change the Date: Y2K

Juggernaut Team: BULLDOZER

NFL Blitz 2001

When the "Today's Contest" screen appears, enter codes with the Turbo, Jump and Pass buttons. Press the buttons the number of times shown below, and then press the D-pad in the direction indicated to complete the code. (For example, if the code is 3, 4, 5, Right, you will press Turbo three times, Jump four times, Pass five times and the press Right on the D-pad).

Red, White and Blue Football: 3, 2, 3, Left.

Big Football : 0, 5, 0, Right.

Fast Passes : 2, 5, 0, Left.

Infinite Turbo: 5, 1, 4, Up.

Fast Turbo Running: 0, 3, 2, Left.

Unlimited Throwing Distance: 2, 2, 3, Right.

Power-up Offense: 3, 1, 2, Up.

Power-up Defense: 4, 2, 1, Up.

Power-up Teammates: 2, 3, 3, Up.

Super Blitzing: 0, 4, 5, Up.

Super Field Goals: 1, 2, 3, Left.

No Interceptions: 3, 4, 4, Up.

No Random Fumbles: 4, 2, 3, Down.

No First Downs: 2, 1, 0, Up.

No Punting: 1, 5, 1, Up.

Allow Stepping Out of Bounds: 2, 1, 1, Left.

Power-up Blockers: 3, 1, 2, Left.

Show Field Goal Percentage: 0, 0, 1, Down.

Show Punt Hang Meter: 0, 0, 1, Right.

Hide Receiver Name: 1, 0, 2, Right.

Invisible Receiver Highlight: 3, 3, 3, Left.

Invisible: 4, 3, 3, Up.

Big Head: 2, 0, 0, Right.

Huge Head: 0, 4, 0, Up.

Team Big Players: 1, 4, 1, Right.

Team Big Heads: 2, 0, 3, Right.

Team Tiny Players: 3, 1, 0, Right.

No Play Selection (2P must agree): 1, 1, 5, Left.

Show More Field (2P must agree): 0, 2, 1, Right.

No CPU Assistance (2P must agree): 0, 1, 2, Down.

Power-up Speed (2P must agree): 4, 0, 4, Left.

Hyper Blitz (2P must agree): 5, 5, 5, Up.

Smart CPU Opponent (1P game only): 3, 1, 4, Down.

Deranged Blitz Mode (1P game only): 2, 1, 2, Down.

Ultra Hard Mode (1P game only): 3, 2, 3, Up.

Super Passing Mode (2P game only): 4, 2, 3, Right.

Super Blitz Mode (2P game only): 4, 4, 4, Up.

Tournament Mode (2P game only): 1, 1, 1, Down.

Always Quarterback (2P teammate required): 2, 2, 2, Left.

Always Receiver (2P teammate required): 2, 2, 2, Right.

Baseball Stadium: 5, 0, 2, Left.

Round Snow Stadium: 5, 0, 3, Up.

Astro Turf Field: 3, 0, 1, Up.

Ice Field: 3, 0, 2, Up.

Snow Field: 3, 0, 3, Up.

Blitz Grass Field: 3, 0, 0, Up.

Dirt Field: 3, 0, 4, Up.

Snow: 5, 2, 5, Down.

Clear Weather: 2, 1, 2, Left.

Rain: 5, 5, 5, Right.

49ers Playbook: 1, 5, 1, Left.

Bears Playbook: 1, 1, 0, Left.

Bengals Playbook: 1, 1, 2, Left.

Bills Playbook: 1, 0, 4, Left.

Broncos Playbook: 1, 1, 5, Right.

Browns Playbook: 1, 1, 3, Left.

Buccaneers Playbook: 1, 5, 4, Left.

Cardinals Playbook: 1, 0, 1, Left.

Chargers Playbook: 1, 4, 5, Left.

Chiefs Playbook: 1, 2, 5, Left.

Colts Playbook: 1, 2, 3, Up.

Cowboys Playbook: 1, 1, 4, Left.

Dolphins Playbook: 1, 3, 1, Left.

Eagles Playbook: 1, 4, 3, Left.

Falcons Playbook: 1, 0, 2, Left.

Giants Playbook: 1, 3, 5, Left.

Jaguars Playbook: 1, 2, 4, Left.

Jets Playbook: 1, 4, 1, Left.

Lions Playbook: 1, 2, 1, Left.

Packers Playbook: 1, 2, 2, Left.

Panthers Playbook: 1, 0, 5, Left.

Patriots Playbook: 1, 3, 3, Left.

Raiders Playbook: 1, 4, 2, Left.

Rams Playbook: 1, 5, 3, Left.

Ravens Playbook: 1, 0, 3, Left.

Redskins Playbook: 2, 0, 1, Left.

Saints Playbook: 1, 3, 4, Left.

Seahawks Playbook: 1, 5, 2, Left.

Steelers Playbook: 1, 4, 4, Left.

Titans Playbook: 1, 5, 5, Left.

Vikings Playbook: 1, 3, 2, Left.

NFL GameDay 2001

From the options screen, highlight and pick the "Easter Eggs" option. On this screen, enter any of the following codes (in caps) for the results as shown.

Brainy Computer: SMART CPU

Speedy Players: ROCKET MAN

Max Injuries: HAM INJURY

Slower Movement: STROBE LIGHT

Balanced Abilities: ALL EVEN

Basketball Star Names: BASKETBALL

Flat Football Players: TWO D

Big Football: BIG PIG

Huge Players: GIANTS

Tiny, Quick Players: POP WARNER

Fast Movement: BOOSTER

Programmer Names: RED ZONE

Bobo Teams: ALL BOBO

European League Names: EURO LEAGUE

United States Presidents: OVAL OFFICE

Increased Endurance: ENDURANCE

Bigger Hits: CRUNCH

Better Defense: LINE BUSTER

Skilled Running Back: SUPER FOOT

Easier Catches: STICKEM

Better Passes: SHOOTERS

Cheerleader Pics After Game (Cycle with X button): FASHION SHOW

NGEN Racing

Enter these tricks on the main menu screen.

All Arcade Mode Tracks, Classes and Jets: R1, L1, R1, R2, L2, R2, L2, L1.

NGEN Mode Extra Jets: R1, R2, L1, L2, L2, L1, R2, R1.

400,000,000 Credits: R2, L2, R2, L1, R2, R1, R2, L1.

NHL 2001

From the "Game Setup" menu, access "Advanced Options." On this menu, access "Rosters." On the next menu select "Player Management." On this screen, choose "Create Player." Next, enter the first and last names of the players as shown. When it asks if you would like to create a player like him, answer "Yes." You can change this player's name but don't change any attributes before you save him.

Superstar Defense: Put in Sandis for the first name and Ozolinsh for the last name, or Chris for the first name and Pronger for the last name.

Superstar Forward: Put in Peter for the first name and Forsberg for the last name, or Jaromir for the first name and Jagr for the last name.

Superstar Goalie: Put in Patrick for the first name and Roy for the last name, or Dominik for the first name and Hasek for the last name.

Hammer: Put in Hammer for the first name and any other name for the last name. Put him on one of the teams, and when he plays, the announcer will refer to him as "The Hammer."

Dude: Put in Bruce for the first name and Willis for the last name. Put him on one of the teams, and when he plays, the announcer will refer to him as "Dude."

NHL: Rock the Rink

From the main menu screen, choose the NHL Challenge option. Highlight "New User" and enter one of the names below to get these results.

NHL Teams Available: BAILEY
Boards Reward: POWER SLAM (Go back to the main menu and access the Rewards option. Move to Boards and the Rubber option will be open.)
Bonus Moves: IAMWEAK
Sound Effects Reward: NO CHANCE (Go back to the main menu and access the Rewards option. Move to Sound Effects. Now the Action Movie and Cartoon option will be open.)

Power Rangers: Lightspeed Rescue

Access the codes option, then put in any of these passwords. Once you've entered the ones you want, move down to initiate the codes on the "Activate Codes" screen.

Level Select: OMEGA
Unlimited Health: D4B7E1O9G7 (Note: O = the letter O, not zero.)
Titanium Ranger: ULTIMATE
Continues: FOREVER
All Galleries: SHOWCASE
Unlimited Lives: IMMORTAL
Unlimited RPE Moves: N7F6U2A5A1

Power Strike: Pro Beach Volleyball

Every Court Available: On the main menu screen, highlight "Options." Then press Square, Triangle, Circle, Triangle, Square. You will hear a sound.

Rainbow Six: Rogue Spear

Go to the main menu screen and choose Campaign. After the game searches for memory cards and doesn't find any, it will prompt you with a password screen. Enter this code to acquire a selection of starting levels. (You must not have any memory cards inside the PlayStation while doing this code.)

Mission Select: P8H!H!P8P?H!?

Resident Evil 2: Dual Shock

Play as Chris Redfield and Ada: To play as two new characters, beat Scenario B with either Leon or Claire (your old RE2 saved games work). This will open up the Extreme Battle Mode. Then you have to beat Extreme Battle on Level 1, which will let you play as Ada. After you get her, a Level 2 difficulty will become available. Complete Level 2 with any of the three available characters (Leon, Claire or Ada), and you'll get to play as Chris Redfield!

Speed Punks

Boost Start: This trick will give you a boost ahead of the other cars when you begin a race. At the start of a race when the lights start to count down, wait until the third red light beeps and then immediately hold the X button. For best results, try holding the X button about halfway in between the third and fourth light.

Instant Turbo Blast: In the middle of the game, press and hold the Accelerator and Brake buttons simultaneously. Now turn yourself around twice, so that you complete two 360s and let go of the Accelerator and Brake buttons.

Spider-Man

On the main menu screen, access the "Special" menu. Highlight and enter the "Cheats" option. Now put in any of these cheats (shown in caps.) on the "Enter Cheats" screen as shown.

Level Select: XCLSIOR
Invulnerable: RUSTCRST
Webbing: STRUDL
Game Comic Covers: ALLSIXCC
Movie Viewer: WATCH EM
Character Viewer: CVIEW EM
Storyboard Viewer: CGOSSETT
What If Contest: GBHSRSPM
Ben Reilly Costume: BNREILLY
Symbiote Spidey Costume: BLKSPIDR
Spidey 2099 Costume: TWNTYNDN
Captain Universe Costume: S COSMIC
Spidey Unlimited Costume: PARALLEL
Scarlet Spider Costume: LETTER S
Amazing Bagman Costume: AMZBGMAN
Peter Parker Costume: MJS STUD
Quick Change Costume: ALMSTPKR
Unlock J. James Jewett: RULUR
Full Health: DCSTUR
Big Heads: DULUX
Debug Info: LLADNEK
Everything: EEL NATS
No Naughty Words: Enter a "naughty" word for a cheat password and Spider-Man will appear next to the word and punch it, turning it into a "nice" word.

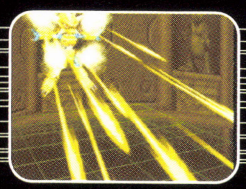
Spyro: Year of the Dragon

In the middle of the game, press START to pause. Then enter any one of these codes for the results shown.

Spyro's Huge Head: Up, R1, Up, R1, Up, R1, Circle, Circle, Circle, Circle.
Flat Spyro: Left, Right, Left, Right, L1, R1, L1, R1, Square, Circle.
More Hit Points: Circle, R1, Circle, L1, Circle, R2, Circle, L2, Circle.

This ain't your little brother's card game.

Features exciting 3D Polygon Battle Sequences!


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DIGITAL CARD BATTLE™

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BANDAI

EVERYONE E CONTENT RATED BY ESRB

Magnificent Monsters

Monster Rancher

To do this trick, your breeding status must be in master rank (R-10). You must also have another game called "Tecmo's Deception."

Secret Monster: When you are about to breed a monster, put in the Tecmo's Deception game CD and you will get a secret character called Ardebaren when you generate a monster in the shrine! Also, PlayStation and computer data CDs that have one track on them will produce purebred monsters.

Monster Seed

All Monsters: Go to the menu screen at the Soulin Monster Ranch and highlight "Buying A Monster." Enter R2, R1, L2, L1, R1, R2, L1, L2, L2. You'll hear a sound confirming that it worked. You can select from different monsters and even rulers, rogues and huntsmen.

See Ending: To see the ending without beating the game, at the title/main menu screen enter L2, R1, L1, R2, L2, R1, L1, R2, R2. You will hear a sound to confirm that it worked. A new menu option called "Ending" will appear underneath the others. Accessing it will get you to the ending of the game.

Nightmare Creatures II

In the middle of the game, press START to pause the game. Then hold L1+R2+Square+Circle and press SELECT. You will now be at the "Cheats" screen with the option for invulnerability. On this screen, enter any one of these codes to add new options to the menu.

Unlimited Continues: Press and hold L1+R1+R2 and then press SELECT.

Kill Enemy: Press and hold L1+L2+R1+Square and then press SELECT.

Unlimited Power-Up: Press and hold L1+R1 and then press SELECT.

Enemy Unlimited Life: Press and hold Square+Circle and then press SELECT.

Display Hero Life: Press and hold L2+R2+Square and then press SELECT.

Rampage Through Time

Press START on the title screen and then at the main menu, access the Password Option. Now enter any of these passwords for the results as shown.

Constant Power Meter Charge: JOSHS

Boss Stages in Challenge Mode: Put in J0M3L as your password. Next, choose "Challenge" from the Start Game menu. Neo Techno, Jurassic and Scumlabs stage will now be opened.

All FMVs Opened: Put in 12345 as your password. Now go to the options screen and access the "Cheats" option. From here you can choose to see any movie from the game.

Easier Game: Circle, Square, Right, Left, Right, Square, Circle, X.

Harder Game: Circle, Square, Right, Left, Right, Square, Circle, Square.

Spyro Is Green: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Triangle.

Spyro Is Yellow: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Up.

Spyro Is Blue: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, X.

Spyro Is Pink: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Square.

Spyro Is Red: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Circle.

Spyro Is Black: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Down.

Spyro Is Original Purple Color: Up, Left, Down, Right, Up, Square, R1, R2, L1, L2, Up, Right, Down, Left, Up, Right.

Star Trek: Invasion

Unlock Everything: On the mission select screen, press Up, Left, Down, Right, Up, Right, Down, Left, Up, L1+R1, L2+R2. The screen will flash if the code was entered correctly. Now you will have access to all the levels. In the middle of any mission, press START to pause. On the pause screen, access the "Cheat Screen" option at the bottom of the menu. The Cheat screen will give you new options such as "One Hit Kills," "Player Can't Die" and "All Weapons"!

View Credits Screen: On any mission briefing screen, press these commands five times: Left, Right, Up, Down.

Star Wars: Demolition

Access the options, then go to the 5 "Preferences" screen, press L1+R1 simultaneously. This will bring up the "Passcode" option. Enter your passcode as one of these shown below to automatically be taken to a sequence of cinemas. Press X to get past the cinemas you don't want to see.

Unlock Winner FMVs: MOVIE SHOW

Unlock Loser FMVs: SAD MOVIES

Hidden Characters: On the main menu screen, access the options. Next, go into the preferences. On the "Preferences" screen, press L1+R1 simultaneously. This will bring up the "Passcode" option. Enter your passcode as WATTO_SHOP and then press X to accept it. Now go back to the main menu and choose a one or two player game. Choose your Arena and on the Choose Contestant screen, press Left to see three new characters; Lobot, Boushh and Darth Maul.

Street Sk8er 2

On the title screen where "Press Start Button" is flashing, enter any one of these codes for the results shown. You will hear a click noise if the code was entered correctly.

Every Skater: Left, Left, Circle, Circle, L2, Square, Right, R2.

Every Course Open: Left, Right, Left, Right, Circle, Circle, R1, Square.

Every Board: Circle, Circle, Square, Circle, Square, Square, Circle, R1.

Supercross

On the main menu, access the game options. Then move down and access the "Enter Codes" option. Put in these passwords to unlock many different riders, tracks and features as shown.

Tricky the Clown: POLKADOT

MR-34 Robot: METALDUDE

Billy Ray MudMullet: POSSUMPANCAKES

Happy Smiley: HAVEANICEDAY

Bones: MARROWMAN

Sarcophagus Jones: PYRAMIDSCHEME

Space Overlord: BUNGAVEE

Harry Bigfoot: MMMSQUIRREL

Astro Nut: ONESMALLSTEP

Hot Tub Harvey: HARVEYSAYSRELAX

Moto Samurai: HONORFIRST

Some Guy: WHOSTHAT

Doctor Invisso: LOOKMANOBODY

TieDye Guy: MELLOWOUT

The King: SIDEBURNS

Smitty Sugarlegs: ENDZONEDANCE

EA Guy: EASPORTSRIDE

Supercross Avenger: TRIPLELEAPER

Agent Albert: PEANUTBUTTER

Bob Page: FORTYFOUR

Brave Scotsman: PLAIDROCKS

David Bailey: IRONMAN

EA Gal: LETSGOEAGAL

The Zombie: LOVESBRAINS

Ecko Rider: WWWECKOCOM

El Luchador: MASKEDMAN

Freedom Fighter: AMERICAN

Johnny O'Marra: 4XUSMXDNCHAMP

Roger DeCoster: 9XBELGIANCHAMP

Spitt Polish: THREEPIECESUIT

Dave Davis: MACK DADDY

Launching Pad Track: OSSFMOGLFM

Washougal Track: WMXPLIBWWA

Riverbed Track: OTRATTWTGHWG

FMF Championship Series: NEEDNEWEXHAUST

Etnies Freestyle Games: SHOESANDTRICKS

Parts Unlimited Championship Series: SANDBOLTS

Wrenchead Championship Series: SUPPLIESONLINE

Scott Championship Series: THROWMEGOGGLES

Parts Unlimited Championship Series: SANDBOLTS

Invisible Bikes: NOBIKES

Joke Riders: JOKERIDERS

Exploding Text (Freestyle only): EXPLODE

Unlimited Power Clutch: UNLIMITEDPC

Invisible Riders: NORIDERS

Your Own Weakness: I AM WEAK

Short Track Fences: LOFENCES

Syphon Filter 2

Level Skip: On the "Pause" screen, highlight Map and press and hold these buttons in this order: Right+L2+R2+Circle+Square. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll find an option to end your current level and go to the next one.

Super Agent: Pause the game in the middle of play. On the "Pause" screen, highlight Weaponry and press and hold these buttons in this order: L2+SELECT+Circle+Square. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll find an option to turn Super Agent on or off.

Movie Theater: Pause the game in the middle of play. On the "Pause" screen, highlight Briefing and press and hold these buttons in this order: Right+L1+R2+Circle. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll see an option for movies on disc one or two. Move Gabriel up to the movie screen and press Triangle to watch a movie.

Tenchu 2: Birth of the Stealth Assassins

Unlock Every Stage: From the stage select screen, hold Square+Circle+Select. While holding these buttons, press Right, Right, Right, Up, Left, Down, R2.

Unlock All Items: On the "Items" screen, press Square, Square, Square, Circle, Square, Circle, Circle, Left, Up, Down, Right, R2, R2.

Increase All Inventory Items by 1: On the "Items" screen, hold Square+R1. While holding these buttons, press Right, Down, Left, Up. Repeat this code to get up to 98 of any item.

Regain Energy: Pause the game during play and hold Square. While holding Square, press Left, Right, Up, Down. Then let go of Square. Your game will continue with a 100 percent life bar.

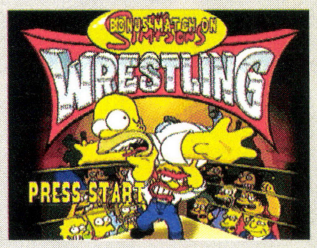
Unlock Tatsumaru: From the stage select screen, hold Square+Circle. While holding these buttons, press R1, R2, L2, L1, Up, Down, Left, Right, SELECT.

Tomb Raider Chronicles

All Weapons, Unlimited Ammo, Medipacks, Etc.: In the middle of a game, press SELECT

The Simpsons Wrestling

Bonus Match Up: At the title screen where it says, "Press Start," press Up, Up, Down, Down, Left, Right, Left, Right. You will hear a bell and see "Bonus Match On" appear at the top of the screen when the code is entered correctly. On the main menu screen, you will see a new option called "Bonus Match Up." Choose this option and you will be able to fight in any ring with any character in the game. (Note: On the Itchy 'n' Scratchy level, you can only fight with Itchy and Scratchy.)





Spec Ops: Ranger Elite

Invulnerability: From the main menu screen, choose a One Player Game. On the "Sign In" screen, enter your name as ROCKSTAR. In the middle of the game, press START to pause. Turn the Invulnerable option to "On" and resume the game. This will protect you from all gunfire and explosions in the game.





to get to the inventory screen. Move over and highlight the Timex-TMX option. Now press and hold L1+R1+L2+R2+Up. With all of these buttons held, press Triangle. Go back to the game, press SELECT to get back to the inventory screen and you will see that you have unlimited ammo, medipacks and more.

All Items: In the middle of a game, press SELECT to get to the inventory screen. Move over and highlight the Timex-TMX option. Now press and hold L1+R1+L2+R2+Down. With all of these buttons held, press Triangle. Go back to the game, press SELECT to get back to the inventory screen and you will see that you have all the keys and items.

Special Features: In the middle of a game, press SELECT to get to the inventory screen. Move over and highlight the Timex-TMX option. Now press and hold L1+R1+L2+R2+Down+Circle. With all of these buttons held, press Triangle. Go back to the game, press START and quit the game. Once you are back at the title screen, a new option called "Special Features" will be underneath the "New Game" option. Access the special features to find new options such as storyboards and concept art.

Second Story: On the main menu screen, have the "New Game" option highlighted. Then press and hold L1+Up. While holding these, press X. This will bring you to the Russian Base, which is the second story in the game.

Third Story: On the main menu screen, have the "New Game" option highlighted. Then press and hold L2+Up. While holding these, press X. This will bring you to Black Isle, which is the third story in the game.

Fourth Story: On the main menu screen, have the "New Game" option highlighted. Then press and hold R1+Up. While holding these, press X. This will bring you to the Tower Block stage, which is the fourth story in the game.

Tony Hawk's Pro Skater

Enter the following cheats while paused during play. If you entered these correctly, the screen will shake.

Big Head Mode: Hold L1 and press Square, Circle, Up, Left, Left. Go back to the main menu and then at the select player screen, you will see the skaters with big heads.

Special Available Anytime: Hold L1 and press X, Triangle, Circle, Down, Up, Right.

Get 10X Multiplier: Hold L1 and press Square, Triangle, Up, Down.

Get 13X Multiplier: Hold L1 and press X, Square, Square, Triangle, Up, Down.

Slow Mo: Hold L1 and press Square, Left, Up, Square, Left.

Skip To Restart Option: Hold L1 and press Square, Circle, X, Up, Down.

Blowout Trick: This trick will blow open the game and give you a new character. From the menu, access Career Mode. Begin a new game and press START to pause. Press and hold the L1 button and enter Circle, Right, Up, Down, Circle, Right, Up, Square, Triangle. The screen shakes if entered correctly. Go to the main menu screen. Choose to continue the Career Mode and Officer Dick, all tapes, levels, medals, stats and FMV movies will become available.

Tony Hawk's Pro Skater 2

From the main menu screen, access Career Mode and choose to continue a career or start a new one. On the "Select Player" screen, choose a character and begin your game. In the middle of play, press START to pause the game and then press and hold the L1 button. While holding this button, enter any of these codes to unlock the following features. The screen will shake when each of these tricks are entered correctly.

Low Gravity: X, Square, Left, Up, Down, Up, Square, Triangle.

Slow Motion Tricks: Circle, Up, Triangle, Square, X, Triangle, Circle.

Wire Frames: Down, Circle, Right, Up, Square, Triangle.

No Texture Maps: Down, Down, Up, Square, Triangle, Up, Right.

Flashing Ramps: Down, Up, Square, Circle, Up, Left, Up, X. Once you do a successful trick off a ramp, it will start flashing.

Real Physics: Circle, Right, Up, Left, Triangle, Circle, Right, Up, Down.

Floating Skater: From the main menu screen, press and hold the L1 button. While holding it, press Up, Up, Up, Up, X, Square, Up, Up, Up, X, Square, Up, Up, Up, Up. The wheel will turn to confirm that you entered the code correctly. Now begin a game in any mode. In the middle of the game, press X to jump and then hold X in the air to start rising up! Hold Triangle to hover above the ground. Use L1 and R1 to strafe left and right. Use L2 and R2 to turn completely around. Use the D-pad to move forward, back, left and right. Once you touch the ground, you will have to press X and then hold X again to rise into the air. As long as you are in the air, you can continue to complete objectives, even when time runs out. Once you land, the game will tally your score.

Unlimited Special Meter: X, Triangle, Circle, Up, Left, Triangle, Square.

Fast Motion: Down, Square, Triangle, Right, Up, Circle, Down, Square, Triangle, Right, Up, Circle.

Full Statistics: X, Triangle, Circle, Square, Triangle, Up, Down.

No Blood: Right, Up, Square, Triangle.

Skinny Skater: X, X, X, X, Square, X, X, X, X, Square, X, X, X, X, Square.

Obese Skater: X, X, X, X, Left, X, X, X, X, Left, X, X, X, X, Left.

Unlock Everything: From the main menu screen, access Career Mode and choose to continue a career or start a new one. On the select player screen, choose a character and begin your game. In the middle of play, press START to pause the game and then press and hold the L1 button. While holding this button, press X, X, X, Square, Triangle, Up, Down, Left, Up, Square, Triangle, X, Triangle, Circle, X, Triangle, Circle. The screen will shake when entered correctly. Select the "End Run" option after entering the code, and you will have access to all the cheats in the game!

NeverSoft Pro Skaters: On the main menu screen, press and hold L1. While holding this button, press Up, Square, Square, Triangle, Right, Up, Circle, Triangle. The skate will spin around to confirm the code was entered correctly. Now access the Create Skater Mode. Choose and empty skater slot from the roster and enter any of the following names to automatically create members of the NeverSoft team.

AARON CAMMARATA
RALPH D'AMATO
JOEL JEWETT
CONNOR JEWETT
MICK WEST
JOHNNY OW
NOEL HINES
GARY JESDANUN
RYAN MCMAHON
NOLAN NELSON
SCOTT PEASE
CHRIS RAUSCH
JUNKI SAITA
DARREN THORNE
JASON UYEDA

Twisted Metal 4

From the options screen, access the "Password" option. Now enter the button codes shown below for various results. You will hear an evil laugh if entered correctly.

Unlimited Specials: Triangle, L1, Down, Triangle, Up.

Only Pick Up Napalms: Right, Left, R1, Right, Circle.

CPU Shoots Only You: Right, Triangle, Right, Triangle, L1.

Vigilante 8: 2nd Offense

Go to the title screen and access "Options." Highlight "Game Status" and press X. Press X again at "Player 1" and X one more time to highlight "Sheila." Now press L1+R1 simultaneously and enter any of these codes as shown. Press X when you are done entering the code. You will hear a voice to confirm correct entry. Press Square to go back to the main menu to begin your game.

Remove Delay Between Weapon Firing: RAPID_FIRE

Increased Difficulty to Super Hard: UNDER_FIRE

Extra Explosion on Interceptor Missiles: LAST_FIRE

Slower Action: GO_SLOW_MO

Heavy Vehicle: GO_RAMMING

From the main menu, choose the options screen. From there, press the X button on Game Status, choose your player with X, then press the L1+R1 buttons simultaneously. You can now enter these passcodes for the results shown. You will hear a voice say, "Funky" when they are entered correctly. Be sure to press the X button after entering each code in order to complete it. Each time you complete a code, you will have to press L1+R1 again to enter a new one.

No Enemies: HOME_ALONE

Monster Wheels: GO_MONSTER

Suspended Cars: JACK_IT_UP

CPU Picks Features: QUICK_PLAY

V-Rally 2: Need for Speed

All Bonus Cars and Levels: On the title screen, highlight and enter "Game Options." Now move down and access Game Progression. On this screen, quickly press L1, R1, Left, Right, Left, Right, Up, Down, Up, Down, X, X+SELECT. Once the code is entered correctly, you'll hear a buzzing noise. Now you can open up any level and car by pressing X on any rectangle.

WCW Mayhem

All Wrestlers: PLYHDNGYS

Play as Same Wrestlers: DPLGNGRS (Play as the same wrestler as your opponent in versus mode.)

Full Attribute Wrestlers: MKSPRCWS

All Backrooms: CBCKRMS (Now you can fight in the backstage areas in a one-on-one fight by running to the entrance. Have both wrestlers move toward the back. You can choose which area you want in the match options under Match Setup.)

Classic TNT Nitro: PLYNTRCLSC (On the ring selection screen, choose the "Nitro" ring to wrestle at the TNT Nitro stadium.)

Enable Quest Cheat: CHT4DBST (In Quest For The Best Mode, press Right to move up in the rankings. This will also give you the ability to unlock more hidden characters as you move up the ranks!)

Who Wants to Be a Millionaire: 2nd Ed.

Replacement Names: Go to the "Enter Your Name" screen. If you enter REGIS PHILBIN as your name, Regis will say something and deny you use of that name. He will then replace it with another name such as DREAMER, FIBBER, or SMARTY PANTS. If you choose not to enter a name, you will be given a name like EINSTEIN, KATHIE LEE, GELMAN, or CODY. Entering the name, DAN BLONSKY (one of the millionaire winners), will get you the replacement name, PHONY.

Replacement Name: Go to the "Enter Your Name" screen. Entering the name, MILLIONAIRE will get you a replacement name, such as PHONY.

Wipeout 3

Enter the following codes as default names.

All Tracks: WIZZPIG

Phantom Class: JAZZNAZ

Bonus Ships: AVINIT

X-Men: Mutant Academy

Unlock Everything: On the main menu screen, press SELECT, Up, L2, R1, L1, R2. You will hear a voice if the code was entered correctly. Next, go to the Arcade, Survival or Academy modes and you will be able to play as Toad, Mystique, Sabretooth and Magneto. In Cerebro mode, you will have access to all the cinemas and behind-the-scenes footage!

GameShark Codes

Batman: Chaos in Gotham

Infinite Health	0105E3C3
Infinite Lives	0105E4C3
Max Weapons	0106C5C3
Float In Air!	910EF0C0

Conker's Pocket Tales

99 Secret Presents	0163E2CE
Pick Axe	010168C4
All Four Party Invites	010167C4
Slingshot	010160C4
Saw	010161C4
Bag	010162C4

Daffy Duck's Foul Play

Infinite Energy	910086C4
	910187C4

Dragon Dance

Always Full Size Dragon	91051AC8
Always Have Rain Powerup	911021C8
Have Windmill Powerup	911521C8
Always Have Leaf	912021C8

Indiana Jones and the Infernal Machine

Infinite O2	0124B0CE
Infinite Health	0125F3CE
Infinite Medical Packs	010592CA
Infinite Anti-venom Packs	010593CA
Always have 255 IQ points	01FF2BD2
Urgon's Tool	013D62CA
Taklit's Tool	013E63CA
Azerim's Tool	013F64CA
Nub's Tool	014065CA

Kirby's Tilt and Tumble

Infinite Lives	016392C1
Have All Recovered Stars	016393C1
Stop Timer	010936C1
Max Score	916390C1
	91638FC1
	91638EC1
Infinite Health	91063CC2
Start On Last Level!	911F94C1

Legend of the River King

Max HP	91E75ECF
	91035FCF
Infinite HP	91E760CF
	910361CF
Infinite Gold	910F64CF
	912765CF
Max EX	91FF66CF
Have Lug Worm	910989CF
Have Frog	910988CF
Have Marine Worm	91098ACF
Have Mussel	91098BCF
Have Krill	91098CCF
Have Rock Crab	91098DCF
Have H. Mackerel	91098ECF
Have H.M. Fillet	91098FCF
Have Mackerel	910990CF
Have Fingerling	910987CF
Have Paste Bait	910986CF
Have May Fly Larvae	910985CF
Have Mosquito Larvae	910984CF
Have Insect	910983CF
Have Maggot	910982CF
Have Earth Worm	910981CF
Have Hook (M)	910992CF
Have Hook (S)	910991CF
Have Hook (L)	910993CF

Legend of Zelda: Link's Awakening

Walk Through Walls	01100AC1
	01007EC1
View The Ending	010195DB

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Game Boy

102 Dalmations: Puppies to the Rescue

On the main menu screen, access the password option. Enter any of the codes below to get to new levels.
Garage: Bone, Bone, Paw, Toy Tank.
Cafeteria: Domino, Bone, Key, Paw.
Cruella!: Toy, Bone, Bone, Bone.

Armorines: Project S.W.A.R.M.

Cheat Screen: From the title screen, access the "Password" option. Now enter BBBBBBBB as your passcode. You will be taken to a cheat screen where you may gather power-ups and choose your starting world.

Army Men: Air Combat

On the main menu, press Down until the Password option appears. Now put in the following symbols to access these levels.
Mission 2: Box, Cross Medal, Box, Box.
Mission 3: Bullet, Bullet, Bullet, Cross Medal.
Mission 4: Stripes, Bullet, Box, Box.
Mission 5: Cross Medal, Stripes, Cross Medal, Bullet.
Mission 6: Helmet, Bullet, Stripes, Helmet.
Mission 7: Box, Cross Medal, Bullet, Cross Medal.
Mission 8: Bullet, Stripes, Cross Medal, Helmet.
Mission 9: Stripes, Stripes, Bullet, Bullet.
Mission 10: Cross Medal, Helmet, Cross Medal, Helmet.
Mission 11: Helmet, Stripes, Cross Medal, Helmet.
Mission 12: Box, Cross Medal, Stripes, Stripes.
Mission 13: Bullet, Cross Medal, Helmet, Helmet.
Mission 14: Stripes, Cross Medal, Box, Stripes.
Mission 15: Cross Medal, Box, Stripes, Helmet.
Mission 16: Helmet, Cross Medal, Bullet, Stripes.

Asteroids

Enter the following codes on the "Password" screen.
Open Cheat Menu: CHEATONX (In the middle of a game, press the SELECT button to bring up the menu. Press Up or Down to choose a level and Right or Left to choose a zone. Press A to toggle invulnerability.)
Get the Excalibur Ship: PROJECTX
Unlock Classic Mode: QRTREATR

Blade

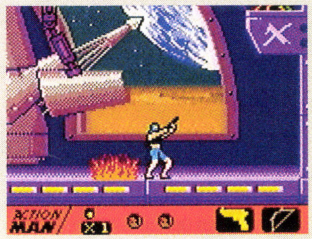
From the main menu, access the Password option, then enter this code to see the ending cinema and credits.
Ending Cinema Password: 8T!IN?BJT?530

Blaster Master: Enemy Below

Press START at the title screen and then access the "Password" option. Enter one of the level codes below to begin each stage with 99 homing missiles and thunder guns.
Stage 1: I2O2G7KV
Stage 2: M6P3H7Ko
Stage 3: M7O3H7K1
Stage 4: M7P3H7K2
Stage 5: N6O3H7KA
Stage 6: N6P3H7KB
Stage 7: N7O3H7KC
Stage 8: N7P3H7KD

Action Man: Search for Base X

Every Stage Open: Go to the password screen from the main menu and enter 7!B! to access all of the stages in the game.





Buffy the Vampire Slayer

Enter these level codes for access to each stage in the game.
Graveyard: 3NKFZ8
Alley: 9MD1WV
Sewers: XTN4F7
Zoo: 5BVPL2
Mansion: 9D6FoS
Initiative: TSCNB4
Caverns: CSJTQZ
Hellmouth: BNPXZ9
Ending: GH9MRY

Buzz Lightyear of Star Command

From the main menu, access the "Password" option and enter these codes for new levels.
Level 2: CVVBB
Level 3: XBVBB
Level 4: YVVBB
Level 5: GBVBB
Level 6: HVVBB
Level 7: 3BVBB
Level 8: 4VVBB
Level 9: LBVBB
Level 10: MVVBB
Level 11: 7BVBB
Level 12: 8VVBB

Caterpillar Construction Zone

Stage Select: On the title screen, move down to Continue and access it. Now put in your password as BG6S and press the "Done" option. Now you will be in the game. Press START and access the "Passwords" option. You will now have passwords to all the stages and levels in the game. Choose any of these levels and you will automatically begin there.

Chase H.Q.: Secret Police

Level Password: Enter MMQG at the password screen. This will give you access to any level up to 10. Just scroll Left to access the previous levels.

Chicken Run

Go to the "Password" option. Put in any of the codes for these results. After you enter any of the these passwords, press A and you will hear a sound. You can then enter any of the other passwords as well to combine the codes.
Stage Skip: Oval, Triangle, Circle, Rectangle.
Unlimited Time: Diamond, Oval, Cross, Crown.
Unlimited Corn: Triangle, Triangle, Eagle, Circle.
No Alarms: Crown, Circle, Oval, Triangle.
Level 2: Circle, Cross, Crown, Eagle.
Level 3: Diamond, Eagle, Oval, Circle.
Level 4: Cross, Eagle, Circle, Circle.
Level 5: Crown, Diamond, Crown, Oval.
Level 6: Triangle, Diamond, Cross, Rectangle.
Level 7: Oval, Triangle, Cross, Circle.
Level 8: Diamond, Rectangle, Cross, Crown.
Level 9: Oval, Triangle, Eagle, Diamond.
Level 10: Circle, Eagle, Cross, Eagle.
Level 11: Rectangle, Cross, Rectangle, Diamond.
Level 12: Eagle, Diamond, Cross, Triangle.
Level 13: Rectangle, Cross, Eagle, Eagle.
Level 14: Triangle, Crown, Triangle, Triangle.
Level 15: Circle, Crown, Cross, Oval.
Level 16: Triangle, Rectangle, Eagle, Eagle.
Level 17: Circle, Rectangle, Triangle, Diamond.
Level 18: Crown, Triangle, Diamond, Rectangle.
Level 19: Cross, Rectangle, Rectangle, Crown.
Level 20: Rectangle, Diamond, Triangle, Eagle.
Level 21: Crown, Triangle, Cross, Rectangle.
Level 22: Oval, Cross, Crown, Cross.
Level 23: Crown, Rectangle, Cross, Oval.
Level 24: Oval, Diamond, Triangle, Diamond.

Croc

Open All Levels: On the main menu screen, access the "Password" option. Now enter PQHPBFDHJB to get access to all levels, but no pickups.

Dave Mirra Freestyle BMX

All Goals and Trophies: On the main menu, access the "Password" option.
Put in your password as R6KZBS7L1CTQMH to complete all goals and open all the locked levels.

Donald Duck: Goin' "Qu@ckers"

Level Passwords: On the main menu screen, choose the "Continue" option. Now enter any of the passwords as shown to advance to that level.

http://www.gamespot.com/theonlywayyouwilleverbeaninja/

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GameShark Codes

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Shamus

Enable Key Display	01016DDC
Have Key 1	010165DC
Have Key 2	010166DC
Have Key 3	010167DC
Have Key 4	010168DC
Have Key 5	010169DC
Have Key 6	01016ADC
Have Key 7	01016BDC
Have Key 8	01016CDC

The Simpsons: Night of the Living Treehouse of Horror

Stop Timer	932B31D0
Infinite Health	9120A5C2
Infinite Lives	91099CC2
No Items To Be Collected	9100C6C1
Max Score	913903D0
	913904D0
	913905D0
	913906D0
	913907D0
	913908D0

Snoopy Tennis

P1 Max Score	910926C3
	910927C3
	910928C3
P1 Score 0	910026C3
	910027C3
	910028C3
P2 Max Score	910929C3
	91092AC3
	91092BC3
P2 Score 0	910029C3
	91002AC3
	91002BC3
Unlock All Characters	
	910BCAC4
	910ACCC4
	9100B9C4
Unlock All Levels	9100BAC4
	9100BBC4
	9100BCC4

Tech Deck

Have All Decks Level 5	9115C5C5
	9116C6C5
	9117C7C5
	9118C8C5
	9119C9C5
Have All Decks Level 6	911ACAC5
	911BCBC5
	911CCCC5
	911DCDC5
	911ECEC5
Have All Decks Level 7	911FCFC5
	9120D0C5
	9121D1C5
	9122D2C5
	9123D3C5
Have All Decks Level 8	9124D4C5
	9125D5C5
	9126D6C5
	9127D7C5
	9128D8C5
Have All Decks Level 9	9129D9C5
	912ADAC5
	912BDBC5
	912CDCC5
	912DDDC5
Have All Decks Level 10	912EDEC5
	912FDFC5
	9130E0C5
	9131E1C5
	9132E2C5

Xtreme Wheels

Stop Timer	9100CBD1
Infinite Stamina	91407BD1

Level 1-2: YMPHTM9
Level 1-3: VNQJVPY
Level 1-4: 2ZSLXSW
Level 1-5: PWYR3XD
Level 2-1: 1KC71PL

Boss Tip (Level 1-5): Jump onto the beehive right before the bear gets underneath it. Watch for bees coming out of the hive. If you wait too long, the bear will stomp the ground and let out more bees. Once you feed the bear honey enough times, he will fall asleep.

Driver

From the main menu screen, highlight and choose Undercover. Then choose to continue and enter these passwords as shown.

Stage 2: Tire Mark, Police Badge, Pylon, Red Light.
Stage 3: Traffic Light, Key, Key, Blue Light.
Stage 4: Pylon, Pylon, Pylon, Police Badge.
Stage 5: Key, Red Light, Red Light, Traffic Light.
Stage 6: Key, Police Badge, Tire Mark, Blue Light.
Stage 7: Police Badge, Pylon, Police Badge, Red Light.
Stage 8: Red Light, Police Badge, Key, Tire Mark.
Stage 9: Pylon, Blue Light, Red Light, Red Light.
Stage 10: Police Badge, Police Badge, Traffic Light, Pylon.
Stage 11: Blue Light, Key, Key, Key.
Stage 12: Traffic Light, Tire Mark, Red Light, Police Badge.
Stage 13: Key, Police Badge, Police Badge, Pylon.
Stage 14: Red Light, Blue Light, Red Light, Blue Light.

Duke Nukem

Enter the following codes on the title screen when "Press Start" is flashing.

Invincibility: Up, Down, Down, Left, Right, Left, Up, Up.
Level Select: Left, Right, Up, Up, Down, Up, Right, Left.

Ghosts 'N Goblins

Enter the following code on the passcode screen to get to face the last level boss.

Final Boss: N8C(Heart Icon)K40N

Godzilla: The Series

On the main menu screen, choose "Password" and enter the following codes.

Level 2: NCFRGJJBBK
Level 3: DMTFLSBFQM
Level 4: PKDJMPLNPS
Level 5: KDQLHRNDCN
Level 6: DQSPCFPFJR
Full Power on Last Level: DMJMBJRFFR

Hot Wheels: Stunt Track Driver

All Vehicles and Levels: On the main menu screen, select the "Password" option and enter Down, Left, Up, A, Down, Right.

Lucky Luke

Train Stage: Luke, Horse, Horse, Old Man, Luke.
Buffalo Stage: Coyote, Horse, Luke, Old Man, Old Man.
Cheyenne Mountains: Old Man, Coyote, Luke, Horse, Coyote.

M&M's Minis Madness

On the main menu, access the "Enter Password" option and change the colors to match the passwords shown here.

LEVEL 1
Stage 2: Yellow, Red, Blue, Blue, Green, Blue.
Stage 3: Green, Blue, Yellow, Red, Yellow, Yellow.
LEVEL 2
Stage 1: Green, Blue, Green, Red, Green, Yellow.
Stage 2: Red, Yellow, Orange, Yellow, Brown, Blue.
Stage 3: Brown, Green, Red, Blue, Orange, Blue.

Mario Golf

Golf Left-Handed: Press and hold the SELECT button. While holding this, press the A button. If you choose Mario, Wario, Luigi or Club Champs, that golfer will be a left-handed player.
Infinite Retries: Before completing a hole, save your game and exit—don't turn off the Game Boy. Once you return to your game, you will be able to replay the hole again.

Men in Black

Levitate Code: From the Command Center, highlight and enter the "Access Codes" option. Now put in 0601. The screen will say, "Error." Press START and you'll go back to the Command Center. Begin your game and while you're standing, press and hold SELECT+Up to float into the air. While in the air, press Left or Right to move.
Acquire the Noisy Cricket Gun: After entering the fly code, press the SELECT and A button simultaneously. There will be a lightning symbol next to your lives. Now you'll have three huge shots that will knock you back if you stand still!
Skip Stages: Put in 2409 as a password and then begin a new game. To skip to the next level, press START to pause and then press Select.

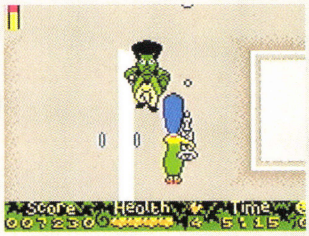
Pac-Man: Special Color Edition

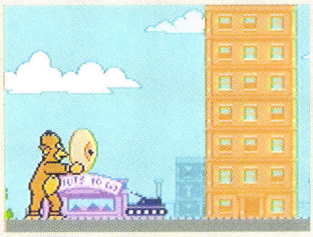
Pac-Attack Level Codes: Press START on the title screen. Now move down and choose Pac-Attack. On the Pac-Attack title screen, move down and access Puzzle Mode. On the Puzzle Mode main menu screen, choose Password. Now you can enter any of these level codes.
Level 2: HNM
Level 3: KST
Level 4: TRT
Level 5: MYX
Level 6: KHL

The Simpsons: Night of the Living Treehouse of Horror

From the main menu, access the password option. Now put in any of these codes to get to new levels in the game.

Stage 2: LYTPJTQWBKQ
Stage 3: SKCFKPJTFSJ
Stage 4: GFTFSRTNWQC
Stage 5: WSQJLTQFYWK
Stage 6: NPKYGBKTFWQ
Stage 7: XQRFJWRBTWP





Level 7: RTS
Level 8: SKB
Level 9: HNT
Level 10: SRY

Pocket Bomberman

All Power-Ups: 5656.
Area Passwords:

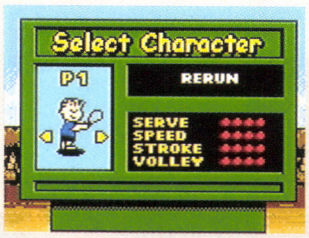
FOREST WORLD	
Area 1	7693
Area 2	3905
Area 3	2438
Area 4	8261
Area 5 Boss	1893
OCEAN WORLD	
Area 1	2805
Area 2	9271
Area 3	1354
Area 4	4915
Area 5 Boss	8649
WIND WORLD	
Area 1	0238
Area 2	5943
Area 3	6045
Area 4	2850
Area 5 Boss	8146
CLOUD WORLD	
Area 1	9156
Area 2	2715
Area 3	4707
Area 4	7046
Area 5 Boss	0687
EVIL WORLD	
Area 1	3725
Area 2	0157
Area 3	5826
Area 4	9587
Area 5 Boss	3752

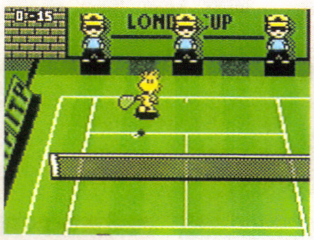
Pokémon Gold/Silver

Duplicate Pokémon and Items: WARNING: THIS TRICK AFFECTS YOUR SAVED GAMES. USE WITH CAUTION! First, you must decide on the Pokémon and item you want to clone. At any time during the game, press START and access the "Pokémon" option. Choose the Pokémon you want to clone and make it hold and item that you also want to clone (such as a Master Ball). Next, go into a town and find a Pokémon Center. Move in front of the PC and press START. Move down the menu and access the "Save" option. After saving your game, press the A button to turn on the PC. Access Bill's PC and deposit the Pokémon you want to clone into one of the boxes. Then choose "Change Box" and move to an empty box. Press A and choose "Switch." When it asks if you want to save the game, choose "Yes." Now, this part is

Snoopy Tennis

Unlock Everything: Go to the password option and put in FFWJ as your code to unlock all characters and courts in the game.





very important and requires precise timing. The game will tell you that there is already a save file, and it will ask you if it is OK to overwrite the file. Choose "Yes" and immediately turn off the Game Boy. Be sure to turn it off before any words other than "Saving" appear on the screen, or the trick will not work. Turn the Game Boy back on again. Check your party status and you should see the Pokémon you wanted to clone still in your party. Access Bill's PC and look at the box in which you deposited the Pokémon. The Pokémon and the item it was holding will be cloned inside the box, and still in your party! It's possible for you to clone up to 5 Pokémon and items at one time by doing this trick.

Pokémon Puzzle Challenge

New Options: On the options screen, hold SELECT and press the A button. Seven new options will appear beneath the Gallery option.

Super-Hard Difficulty: Go to the 1 Player mode and choose Challenge. Highlight the Hard difficulty level and hold the SELECT button. While holding it, press A. The S-Hard difficulty level will appear beneath the Easy option.

Intense Difficulty: Go to the 1 Player mode and choose Challenge. While highlighting the S-Hard difficulty level, hold SELECT and press the A button. The Intense difficulty level will appear underneath the Normal option.

Prince of Persia

Go to the "Continue" option and enter the following codes to jump to levels shown below. Press START after entering one of the codes to open the door.

Level 8: 70914195
Level 9: 68813685
Level 10: 01414654

Puzzle Master

Unlimited Tools: On the title screen, move down and access the "Password" option. Now put in CHEAT as your password. Now your number of Adventurer's Tools won't diminish. They will all stay at 9.

Rampage 2: Universal Tour

On the main menu screen, highlight and enter the "Password" option, then enter one of the following codes.

Play as Lizzie: S4VRS4560.
Play as George: SM14N1230.
Play as Ralph: LVPVS7890.
Play as Myukus: NoT3T3210.

Rayman

Pause in the middle of the game and then enter one of the following codes.

99 Lives: Left, A, Right, B, Up, A, Left, B, Down, A, Right, B, Up, A, Left, B.
World Map: A, Left, A, Left, A, B, Right, B, Up, B, A, Left, A, Down, A.
All Powers Available: Right, Left, Up, Down, A, Up, Up, Down, Down, B, Right, Right, Left, Left, A.
Gain Back Energy: B, Right, A, Up, B, Left, A, Down, B, Right.

Ready 2 Rumble Boxing

On the main menu screen, enter any of these codes while highlighting Arcade Mode.

Unlock Kemo Claw: Left, Left, Left, Right, Right, Right, Left, Right, Left, Right.
Unlock Nat Daddy: Right, Right, Right, Left, Left, Left, Right, Left, Right, Left.
Unlock Damien Black: Right, Left, Right, Right, Left, Left, Right, Right, Right, Left, Left, Left.

Rugrats: Time Travelers

On the title screen, press Right and access the "Password" option. Now you can enter these codes for different levels in the Toy Palace.

North Wing: CQQKJFSS
East Wing: CRVWLJNG
South Wing: PLVYPFNS
West Wing: TQYBQXFS

Space Invaders

Classic Space Invaders: CLSS1281999DBM
Mars Level 46: ?WZ4VCLN4W81V?
Jupiter Level 61: RSSN3QJ78?GJMC
Saturn Level 76: WSPZMSO8N?H8NF
Uranus Level 91: CV1?QWKGJ3X8R5
Neptune Level 106: HV27RW1GN3YOR7
Pluto Level 121: MV7HRCLHS3ZSR9

Spider-Man

From the main menu, choose "Continue" and enter these passwords as shown.

Venom Conquered: GVCBF
Lizard Man Conquered: QVCLF
The Lab: G-FGN

Star Wars Episode 1: Racer

Boost Start: First, start a race. As the countdown begins, wait until it reaches "1." As soon as the number goes away, immediately press and hold A. If your timing is correct, you will get a boost ahead of the other racer. The timing is tricky, so keep trying if you miss it the first time.

Star Wars Episode 1: Obi Wan's Adventures

On the main menu screen, access the Password option. On the password screen, enter any of the codes listed to go to that level.

The Trade Federation Landing Craft: BQVQK
The Naboo Swamp: WNLRM
Naboo Swamp & Sacred Place: SDGNK
Coruscant: CNLML
The Catacombs of Theed: BXGTG
The Streets of Theed: QSRVJ
Queen Amidala's Palace: TKGJZ
The Final Battle: LPZCP

Super Mario Bros. Deluxe

Many of the old tricks for the original Super Mario Bros. game on Nintendo work on the new Game Boy Color version. For example, the warp zone found in World 1-2 is still intact!

Warp Zone: Go to World 1-2 and find the second set of moving platforms (the ones moving upward). Get on these platforms and ride them until you reach the top. Then jump up and to the right. You will land on the top bricks of the level. Run right and keep going until you reach an opening. Fall down the opening and you'll see three pipes that will allow you to automatically warp to worlds 2, 3 or 4!

Max Out Lives: Go to World 3-1 and get to the end of the level where the staircase of blocks leads up to the end-level flagpole. Two turtles will come down the steps and you'll have to avoid or get rid of the first one. Now, you will have to get the second turtle shell between one of the blocks and Mario's body by jumping on it to make it bounce off the block and Mario multiple times. Once you do this correctly, your score will increase and eventually turn into 1-Ups! This way you can max out your lives!

The Lost Levels: Basically, you must get the number-one position on the "Ranking" screen (a minimum score of 300,000 points). Then on the title screen, select the Luigi icon for an entirely new game—Super Mario Bros. 2: The Lost Levels.

You vs. Boo: You must get a minimum score of 100,000 points. On the title screen, select "Boo" for the "You Vs. Boo" bonus levels.

Five Extra Lives: *Note: This works only on a new game.* Select the "Toy Box" option at the main menu screen, and then choose the "Fortune Teller" option. Keep choosing cards until you get the Extremely Lucky card. This will give you five lives. Return to the main menu and choose to play the original levels. Start a new game to begin with 10 lives instead of five.

Play as Luigi: Press the SELECT button at the Map screen before you begin a level. This will let you play as the green plumber instead of the red one.

Turok 3: Shadow of Oblivion

On the title screen, highlight and enter the options. Access the "Password" option and enter any of the following codes for the results shown.

Level Skip: XCDSDFS (Pause the game and press Left or Right to change levels. Press the SELECT button to go to that level.)
Infinite Lives: FJVHDCK

V-Rally Edition 99

These codes allow you to access tracks on the Arcade Mode.

Medium Tracks: FAST
Hard Tracks: FOOD

Wacky Races

Hidden Tracks and Characters: From the main menu, highlight and enter the options. Move down to "Password," press B and put in MUTTLEY as the name, then press A .

Xtreme Sports

Debug Menu: On the main menu screen, press Left, Left, Left, Left, Left, Up, Up, Up, Up, Up, Right, Right, Right, Right, Right, Down, Down, Down, Down, Down, SELECT, SELECT, SELECT, SELECT, SELECT. A debug menu will appear where you can choose from various events, a scrapbook and sound test!

400 Medals: From the main menu, choose New Game. Choose Guppi or Fin and go to the Sign-In Booth. Put in your name as xyzzy (all lower-case). Exit the booth and then hold the A button and press SELECT. Now press START. You will have 400 medals!

Ending: From the main menu, choose New Game. Choose Guppi or Fin and go to the Sign-In Booth. Put in your name as staff (all lower-case). Exit the booth and go left to the snack shop. Enter the shop and you will be taken to the ending and credit screens, where you can play the level while you go through the credits.

Yoshi's Cookie

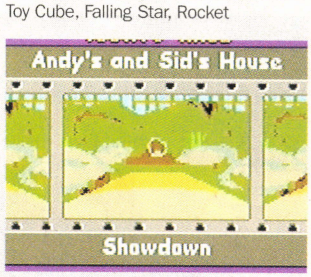
Extra Levels: First, set the music to "Off," the speed to "High" and the round to "10." Hold Up and press the SELECT button. The round should now say "11." Now you can advance to even higher levels by pressing the SELECT button.

Zelda: Link's Awakening DX

Alternate Music: To change the background music at the file selection screen, begin a new player and enter your name as ZELDA. *Note: Be sure to use capitals only.*

Toy Story Racer

Final Level Code and Quick Race Level Select: From the main menu, choose the "Restore" option and put in these symbols to get to the showdown level at Andy's and Sid's House: Toy Cube, Falling Star, Rocket Rocket, Ball with Star, Spiral. Also, if you exit the game or complete the level, go back to the main menu screen and choose the "Quick Race" option. Now you will be able to select any level in this mode!





Coming Soon

HOT TITLES ON THE GAMING HORIZON

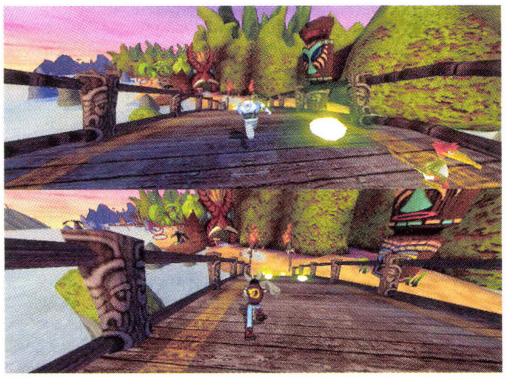
Xbox

Mad Dash

Racing

Publisher: TBD
Developer: Crystal Dynamics
Release Date: Fall 2001

Racing games have always been nice showpiece titles for new consoles, but racing games with animals..., er not so much. Not yet, at least. Crystal Dynamics is hoping to change that with Mad Dash Racing, a racer/platform hybrid that's taking shape to be an Xbox launch title. The game features gargantuan environments and excellent character models—you'll be able to run, jump, climb or even glide your way to victory with a variety of cross-training beasts. Oh, and did we mention it will support four-player split-screen action? It's true. Get your groove on with three other friends (the box does have four controller ports) and watch the hilarity ensue. Look for it this fall.

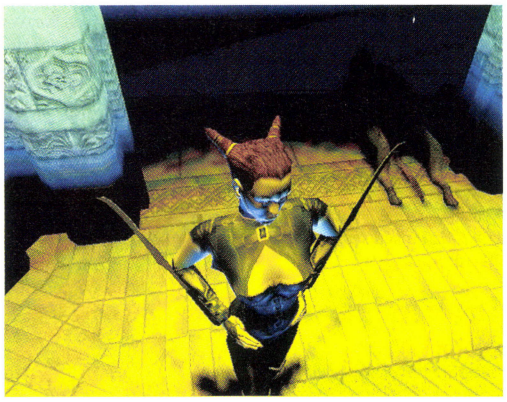












Nocturne

Publisher: TBD
Developer: Terminal Reality
Release Date: Fall 2001

Previews of games that we can't play aren't particularly fun, but Nocturne is shaping up quite nicely as an Xbox release. Terminal Reality is developing this title in good faith that some publisher will find it a worthy product.

The game is set in the 1930s and features a goth feel and style. The heroine of the story has various abilities, including bloodlust and mist transformation—can you say "Symphony of the Night (PS)"? (we could only be so lucky). But 3D games always present their challenges, and truly good 3D games are the exception, not the norm. Look for Nocturne this fall.







PS2 PlayStation 2

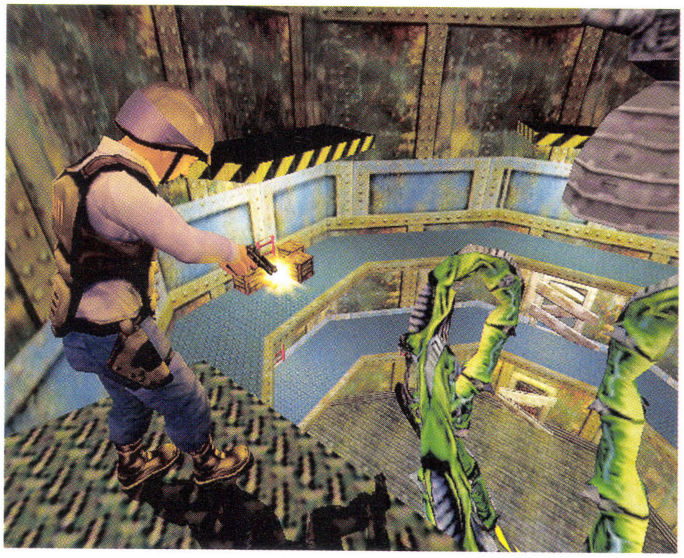
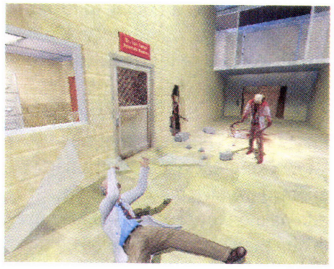
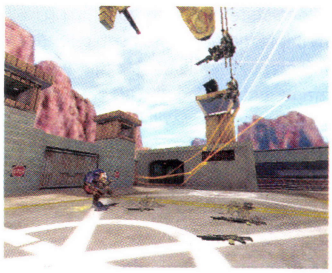
Half-Life

Publisher: Sierra Studios
Developer: Gearbox Software
Release Date: Fall 2001

The advent of consoles with PC-like power has brought about a slew of conversions from the PC realm. Half-Life hit the PC world two years ago, and was widely regarded as one of the best games to come along in some time. Now it's charged with whetting the whistle of console action gamers, and Gearbox Software is in charge of making that happen.

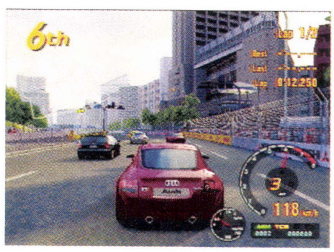
Gearbox claims that aside from the usual visual enhancements, the real bonus here is a multiplayer co-op mode. This is exclusive to the PS2 and will have you and your friends teaming up to solve the game's puzzles. It's a great twist to the standard "deathmatch" that has become synonymous with the word multiplayer. Here, both players must work together and communicate to accomplish their goals. Another bit of good news surrounding this game is that it will support the mouse and USB keyboard set-up.

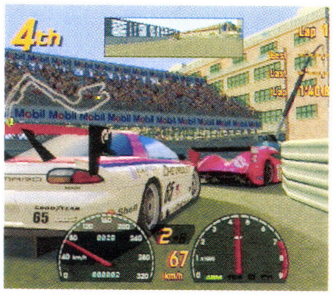


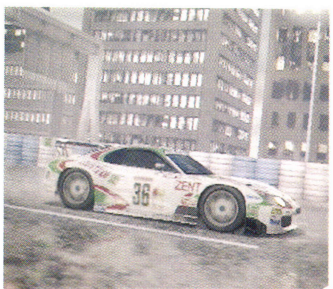
















Gran Turismo 3: A-Spec

Publisher: Sony CEA
Developer: Polyphony Digital
Release Date: June 2001

If there's one game that is worth the multiple previews bestowed upon it, this is it. Gran Turismo 3: A-spec is simply the be-all, end-all for anyone who enjoys cars, video games, videogames with cars, racing, etc.

The sense of realism in GT3 is just beyond comprehension, as dazzling car models, full 3D buildings and great scenery combine to suspend belief. There are an incredible amount of cars, gorgeous courses and the highest level of simulation you could ask for. For instance, pull out of a lead car's draft and you'll immediately feel and hear the wind roaring over your front bumper. Add to all this the fact that the Rally Mode is dramatically increased, and you really do have the perfect game.

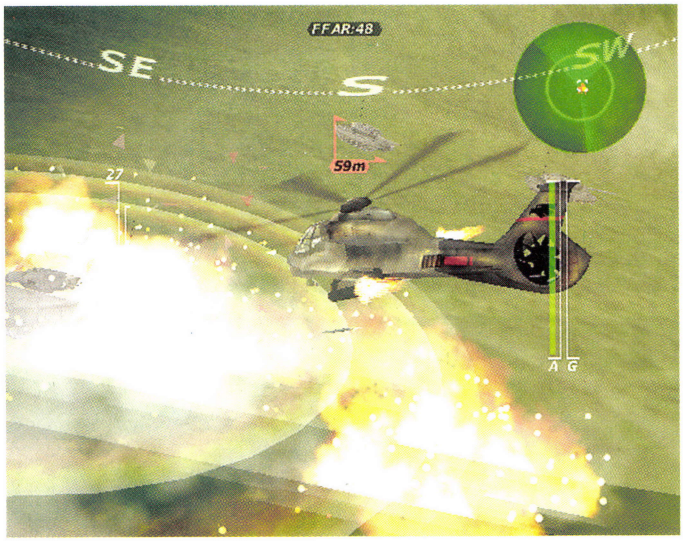
PS2 PlayStation 2

Thunder Strike

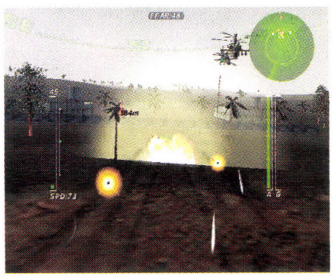
Publisher: Eidos
Developer: Core
Release Date: Sept. 2001

We haven't played a good chopper game since the early days of the PlayStation and Warhawk. Thankfully, Eidos is hoping to resurrect the obscure, but respected, Thunder Strike series and bring it to the PS2.

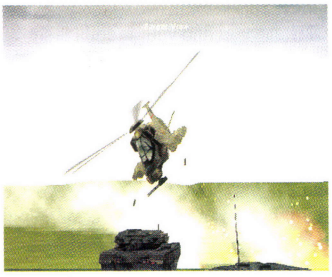
Last seen on the Saturn and PlayStation, Thunder Strike was known for great visuals and smart enemy AI, which made for some adrenaline-pumping missions. Core is taking the development reins on this one, and the premise is familiar: You pilot a state-of-the-art gunship on multiple missions into hostile territory. In order to handle the staggering amount of ground and air-based enemies, your copter will be equipped with everything from a gunship sniper to night vision to guided missiles. Thunder Strike comes out in September.











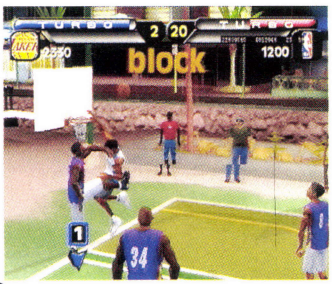












NBA Street

Publisher: Electronic Arts
Developer: NuFX
Release Date: July 2001

Putting a new twist on an established genre is never easy, but EA plans for NBA Street to make the same splash for its EA Big series that SSX did. At first glance, the game seems nothing more than a very nice adaptation of Midway's Jam and Showtime series. But after a few minutes of gameplay with Street you'll realize there's something special here. Borrowing on influences from Tony Hawk and SSX, NBA Street is the first sports game to feature any kind of combo-points system. Stringing together special moves or sick dunks builds a "game breaker" meter that, once full, allows one team the chance for a game-turning shot. Circuit mode and multiplayer action are it for options, but trust us, there's a lot of gameplay here for 3-on-3 basketball. Street also spices things up with killer animation, sounds and visuals.

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Photo: Walter looss Jr.

Derek Jeter caught reading.

Dreamcast

Alien Front Online

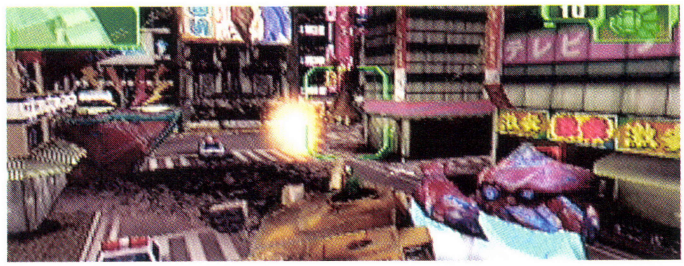
Publisher: Sega
Developer: Sega
Release Date: August 2001

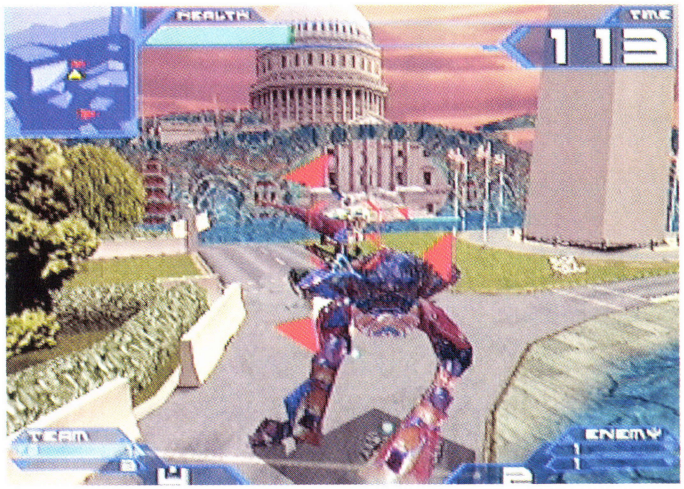
If there's one thing that video games were made for, it's blowin' up aliens. Now, with the power of the Dreamcast, you'll be able to eliminate a hoard of intergalactic baddies with your friends from all across the country.

Alien Front Online is an arcade-style third-person shooter where you assume the role of either the invading aliens or the defending humans. By using the Dreamcast's modem, you can fight with or against other online players in a 4-on-4 battle. The most innovative aspect of the online play is the ability to not only play against other Dreamcast owners, but also against players in arcades.

Like Phantasy Star Online, this game should provide near-infinite fun.









Nintendo 64













Animal Forest

Publisher: Nintendo
Developer: Nintendo
Release Date: Now (Japan)

Animal Forest may be responsible for creating an entirely new genre. Nintendo's pitching it as a "communication" game, and from what we've seen, we'd say that's pretty accurate.

The entire game is set in a single village, and since no two carts will be alike, everyone who buys this will have their own town, with their own characters. Four players can move into your village (four save slots on every cart) and you can save your file for use on your friend's cart as well. Once you begin living in the village, you can fish, chop wood, get a part-time job, post messages on the town bulletin board, etc. We haven't even scratched the surface, but it's safe to say that there's plenty to do. Look for more on this when the U.S. date is official.

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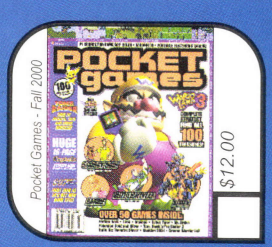
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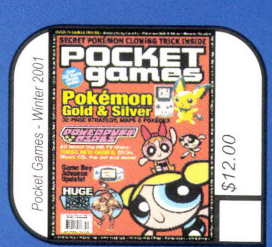
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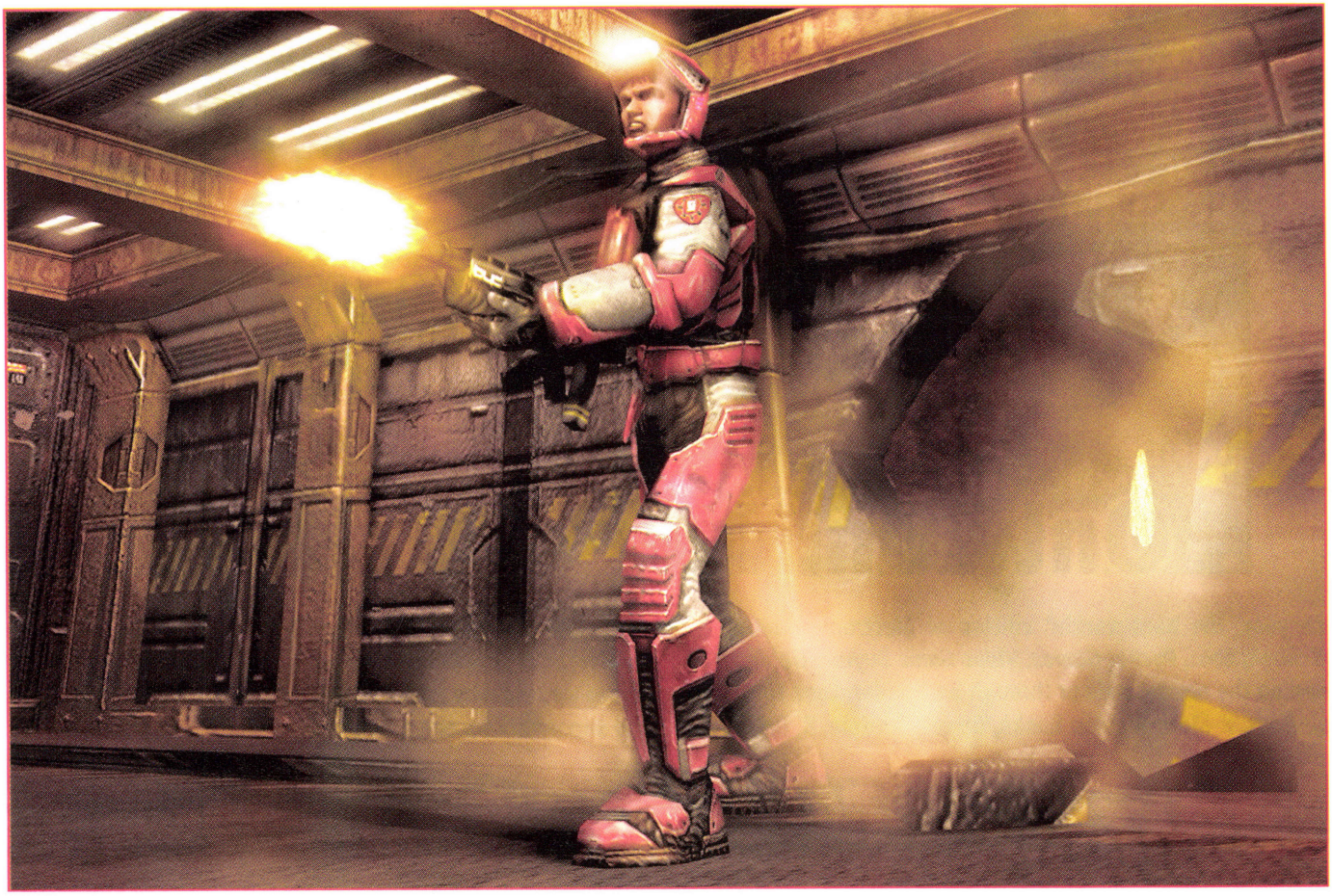
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EXPERT GAMER

Game of the Month

JULY 2001



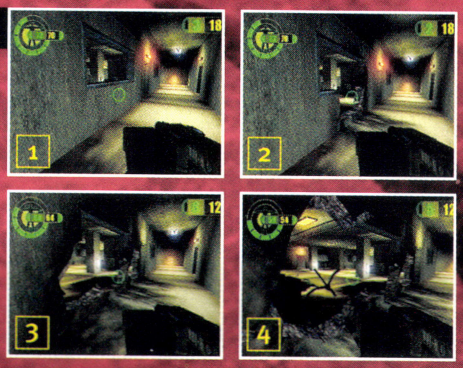
Rebel Against Ordinary Shooters

RED FACTION

Red Faction is an amazing addition to the first-person shooter genre. Now only does it look beautiful and control with precision, it also boasts a number of unique technologies. For instance, you will have the ability to pilot various vehicles in the first-person perspective. Pyrotechnics and intelligent enemies abound, so there's nary a dull moment in the entire game. Also, Red Faction's engine takes advantage of the Geo Mod system, which allows players to interact with the levels in ways previously thought impossible. If you're the type of gamer that thinks using doors is far too civilized for a first-person shooter, go ahead and blow a hole in the wall—Red Faction lets you do so. Simply put, Red Faction is the most amazing first-Person Shooter that we've seen to date.

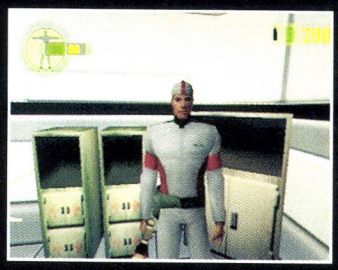
GEO-MOD SYSTEM

Red Faction is unique in the first-person shooter genre in that you can totally interact with the game's environment. For example, if you want to blow through a wall to get to a room beyond it, you can do so. This can work for and against you, so use some discretion. If you are hiding behind a wall and the enemy forces are armed with explosives, don't be surprised to find your cover blown away piece by piece until you're in full view. Also, you may not be able to blow up every wall, but that's OK. With the exception of a few instances, you're generally not required to create your own passageways.



NPC INTERACTION

You can talk to civilians such as executives or scientists as long as you approach them while you're unarmed. Although most of the conversations you'll have are useless, the fact that you can speak to people is a nice touch. One select group of individuals, however, might make a little chit-chat especially worth your while. Talk to medics and they'll heal all your wounds. Don't worry about them betraying you to the guards; they're sworn to protect all life, including yours. Never kill these useful characters, no matter how annoying their voices may be. You never know when you're going to get shot up...



The medics will always heal your battle wounds.

THE BASICS OF STEALTH

There will be few instances throughout the game where you will need to use stealth to bypass some of the opposition. Having your firearm drawn is a great way to expose yourself as a threat, so if you need to be stealthy, you can start by concealing your weapon by pressing Left on the D-pad (you'll also need to conceal your weapon if you want to talk to any of the non-guard characters that you'll come across).

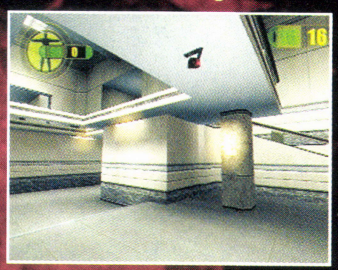
Walking around without a weapon does not make you invisible. Even if you're unarmed, Guards and Security Cameras will recognize you. Just be careful and don't do anything that might draw attention to yourself, such as firing a gun or failing to dispose of a dead body. And if you must kill someone, be sure to hide the body. Out-of-the-way rooms like the labs or offices are a excellent places to stash an unwanted corpse.



Trail behind guards, but never get within their sight.



Don't forget to check chests and lockers for items.



Use caution around security cameras. They can alert the guards.

LOOKING FOR ITEMS?

You can find a lot of useful items like Medipacks and Environment Suits by opening up lockers and chests. These items are easy to miss in the midst of all of the action, but they can easily mean the difference between life and death.

One important thing to remember is that almost every guard post has an emergency kit. These kits will certainly have all the healing agents you'll need.





Get Your @$$ to Mars...

by Andy Baran
andy_baran@ziffdavis.com

For quite some time, first-person shooters have been a dime a dozen. Thankfully, however, Red Faction has come along to shake things up.

Not since GoldenEye has there been a FPS that can give players a feeling of really being in the game. In fact, Red Faction is so immersive that you can play for hours without noticing the time.

Red Faction's heavily modified version of the Halflife engine and something called the Geo Mod system offer another interesting aspect to its gameplay—blow through walls and create craters in the ground, because flat texture maps are a thing of the past. And despite the fact that the AI systems aren't as great as the visuals, gameplay and sound, they're still challenging.

Even if you do not like first-person shooters, there's enough innovations in this game to warrant a look.

database

time to complete	12 Hours
challenge	Hard
best weapon	Precision Rifle
Hardest Area	Tramway Tunnel
best advice	Never give up the fight for freedom!
also try	Quake III
system	PS2
publisher	THQ
developer	Volition

MATURE M CONTENT RATED BY ESRB

www.redfaction.com

RED FACTION: ENEMY FILE

KNOW THY OPPONENT...

Red Faction offers a host of different enemies that you will have to learn to deal with. As you try to overthrow the existing Mars government, you will face a veritable army of Ultor Guards and Mercenaries.

Aside from the Ultor forces, you'll also have to deal with mutants. These creatures are the unfortunate victims of a strange Martian plague that has infected the mining community. These former Miners have no memory of their past lives, and there's no way to cure them in this stage of their affliction. You simply have to kill them before they kill you.

Aside from the various Guards, Mercenaries and Mutants that you'll have to battle, you'll have the opportunity to battle a variety of different vehicles. Vehicle versus vehicle combat in the first-person perspective is definitely an interesting twist on the whole FPS experience. During these sequences, you'll battle ground troops and other vehicles. Just know what you're going up against and you should be fine.



ULTOR GUARD

These guys are the workhorses of the Ultor Corporation. Although they're relatively unarmored, they carry a variety of weapons.

Taking Them Out
Almost any weapon will do, but accurate weapons, like rifles, work best.



ENVIROSUIT GUARD

Envirosuit Guards patrol the nastier regions of Mars. They can soak up a few more rounds than their normally-clothed brethren.

Taking Them Out
Use weapons like the Assault Rifle to make their added armor useless. Treat them like normal guards.



RIOT GUARD

These heavily armored guards have an "in your face" attitude and are a serious threat. They are normally armed with close-combat weapons.

Taking Them Out
Run backwards, and keep pelting them with bullets to take the spring out of their step.



ELITE GUARD/MERCENARIES

Nastier than nasty, these guys are accurate shots, and heavily armed. A shot from one of their Rail Drivers can kill you instantly.

Taking Them Out
Keep moving and use the Precision Rifle to cut them down. Learn to strafe or you'll be smoked!



SECURITY ROBOT

These rare weapons will quickly hunt you down, and they tend to sneak up on you. Security Robots are a common sight in the Defense Satellite, so be prepared for them.

Taking Them Out
First, flush them out of the area, then fall back to a safer position to shoot them.



MUTANTS

These mindless creatures scuttle around on the floor and attack with their teeth and claws.

Taking Them Out
Point your weapon at the ground in front of you and keep firing it as you walk backwards.



ELECTRICAL ALIEN FISH

A strange kind of fish that can fry its prey with charges of electricity dwells within the planet's murky waters.

Taking Them Out
These rare creatures are no problem if you are in the submarine. If you're in the water without the sub, though, swim away from them as fast as possible.

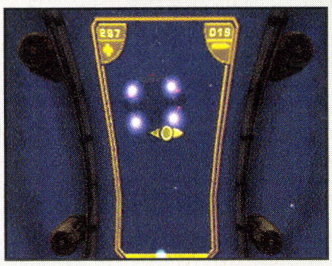


It will take a couple of Rockets to crack an APC open.

ASSAULT APCS

This giant vehicle looks scarier than it actually is. Use a nearby doorway or rocky wall as cover, then pop up with an attack. Hit and run tactics will prevent this machine from shooting you.

Taking Them Out
Two Rockets from your Rocket Launcher will end any threat this thing may have posed.

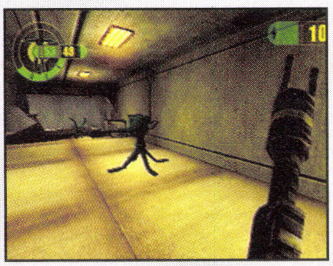


Try to get close to the enemy ships before you fire.

FIGHTERS/ SUBMARINES

Whether your vehicle takes you up in the air or under water, the Ultor forces will have a vehicle that can deal with you.

Taking Them Out
Try to close the distance between you and them without taking too many hits. Fire your missiles/torpedoes at close range to ensure a hit. It normally takes at least two direct strikes.

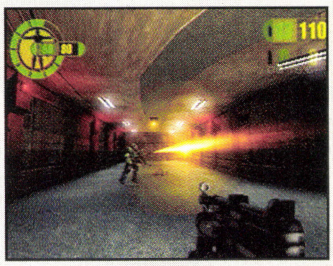


Kill off the guard and use the turret for yourself.

GUN EMPLACEMENTS

These manned turrets can scythe you in half with bullets if you walk unknowingly into their path. On the good side of things, you can turn this nasty weapon back on the Ultor forces if you manage to kill the person who was using it.

Taking Them Out
Clear the human element from this device by using explosives. Remote Charges, Grenades or Rockets work like a charm.



Because of their accuracy, turrets are deadlier than guards are.

SENTRY TURRETS

Capable to letting loose with an impressive amount of firepower, Sentry Turrets come in several forms. The ceiling mounts resemble small domes, and the main weapons resemble Gun Emplacements, only without someone controlling them.

Taking Them Out
Strafing runs or explosives make ideal counters to these threats. Kill them off before you have to deal with the guards.

RED FACTION: WEAPONS DATA

USING THE PROPER TOOLS

Because ammunition will become a commodity as you play through the game, you'll want to be as efficient as possible when it comes to which weapons you use at which times. Generally speaking, you should concentrate on using the Pistol, Assault Rifle and Precision Rifle. The Pistol will be available throughout the game, and you'll find the Assault Rifle and Precision Rifle a little later on. Of course the Assault Rifle has higher damage capabilities and accuracy than the Pistol, and the Precision Rifle is the best (in terms of efficiency) of them all.

Unlike many of the other first-person shooters out there, Red Faction really makes you cling to your ammunition. It's easy to burn through a clip without thinking, but once you're out of bullets, you're as good as dead. Also, do not reload until your clip is completely empty—you will end up throwing out whatever remaining ammunition you currently have in your weapon (just like in a real gun). Nothing ends a game faster than running out of ammo in a room full of enemies.

When reloading, you must also take into consideration the time it takes to change clips, batteries, etc... For some weapons, it'll only take a few seconds; with the bulkier weapons, like the Rocket Launcher, on the other hand, you'll actually be defenseless for over 10 seconds. In order to lower the chances of getting fragged while you are trying to reload, either find some cover to duck behind or repeatedly circle around your enemies so they cannot easily draw a bead on you.

CONTROL BATON

A last resort weapon, the Baton is used for pummeling enemies. You must get close in order to use it, which means you're bound to take a few bullets (unless you go after a distracted enemy).

Effective Tactic

Sad to say, the best tactic for this weapon is to try a suicidal attack on a guard. After you've whacked him a few times, try to pick up whatever weapon he drops, as it is bound to be a better weapon than this thing.

RIOT SHIELD

If you are running low on ammunition, you may resort to the Riot Shield, which, unlike the Control Baton, is somewhat effective and can offer you a small degree of personal protection.

Effective Tactic

Charge an armed enemy, then club him with with the shield. This is essentially the same thing you'd do with the Control Baton, but the protection you'll have with the shield, however minor, gives you a slight edge.



REMOTE CHARGE

These mining devices make great explosives. Simply throw the charge and detonate it. You can also use the Mining Charges to blow holes in walls and make your own tunnels.

Effective Tactic

Throw a charge next to a corridor with enemies, then get them to chase you. Once the enemies pass by the charge, trigger the detonator—if they're close enough, the explosion will tear them up.

12MM PISTOL

The 12mm Pistol is the first gun you'll acquire in the game. Fortunately, it's pretty effective against the lightly armored guards that you first meet up. You may end up wasting an entire clip on tougher guard types, though.

Effective Tactic

This gun will lock onto enemies when they are close to your cross hairs. Remember that it can equip a silencer, too!



AUTOMATIC SHOTGUN

"Automatic Shotgun" is a bit of a misnomer. This weapon fires a single shot that will make mincemeat out of most lightly armored opponents. Also, "single shot" means single shot; it's not a burst. If you're going up against multiple opponents, you will be better off with a different weapon.

Effective Tactic

This weapon is not all that accurate, but it does do a decent job when it comes to clearing small rooms and tunnels. Overall, you will not use the Shotgun much.

ASSAULT RIFLE

With its high bullet count and good accuracy, the Assault Rifle is the most useful weapon in the game. Consider this weapon to be your staple firearm.

Effective Tactic

Get the enemy in your sights, then fire shots in clusters of three until he goes down. This will make sure that you get the quickest kills with the least ammunition cost.

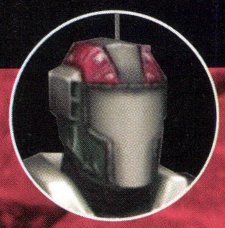


SUBMACHINE GUN

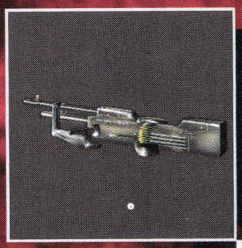
This is a poor man's Assault Rifle. Its accuracy is average, as is its power. Most of the medium-level guards equip this weapon, so you're bound to end up using it. Keep in mind, though, that the clips do not hold much ammo, and armor will pose a problem for you.

Effective Tactic

This weapon is best used in "blitzkrieg assaults," where you bolt straight at an enemy with the gun firing the whole time.







HEAVY MACHINE GUN

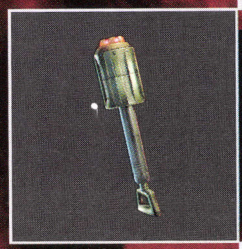
If you want to spray a corridor with lead, this is the gun for you. Although the Heavy Machine Gun has a tremendous amount of firepower, it's terribly inaccurate—even hitting an opponent right in front of you is hard.

Effective Tactic
Pull out this baby when you are forced into tight confines with loads of enemies. This is the firearm equivalent of Rotorooter—it cleans hallways of guards...

SNIPER RIFLE

This long-range weapon boasts a single powerful shot and a zoom function that ensures a near-perfect hit every time.

Effective Tactic
This weapon fires and loads too slowly to use on any enemy closer than 100 feet, so make sure that the area around you is clear before you attempt to snipe the enemies. You will need great timing in order to hit a moving target.



GRENADE

Grenades explode on contact. Use them to take out large clusters of guards, or for carving out a make-shift hole in a wall.

Effective Tactic
For some reason, it takes a while to throw a Grenade. There's a three second delay from the time you hit the Fire button to the time the Grenade is actually thrown. Always take this delay into consideration.

PRECISION RIFLE

This is the best gun in the game. It has the best accuracy, a zoom option, high power and decent loading time. The only drawback is its small ammo holder.

Effective Tactic
Fire off clusters of shots directly at your opponent—the gun's power will make him go down without too much trouble. Save this gun until you really need it, like when the armored mercenaries start appearing.



FLAMETHROWER

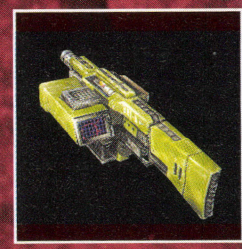
This short-range weapon can char your enemies, but it eats up fuel like nothing else. The Flamethrower is particularly effective against fast-moving enemies like Mutants.

Effective Tactic
If a burning victim of your Flamethrower touches you, you'll receive some damage. Unless you're facing Mutants, you probably shouldn't use this weapon very much.

RAIL DRIVER

The Rail Driver is the most powerful weapon in the game (this weapon kills in one shot). Don't take "most powerful" to mean "most effective," though. The Rail Driver has a slow rate of fire and is inaccurate in terms of auto-aiming.

Effective Tactic
This gun can fire through walls. Look for the heat signatures of your enemies and fire away. If you want to take out the robotic adversaries, you will need to guess their locations before you fire.



ROCKET LAUNCHER

The Rocket Launcher lends itself to a variety of roles. Whether you have a pack of enemies to kill or a wall you want to blow a hole in, this is the weapon for you.

Effective Tactic
This weapon works best at long distances. Since the rocket moves along a straight trajectory, you can have an easy time taking out non-moving enemies and weaponry.

FUSION ROCKET LAUNCHER

The Fusion Rocket Launcher is heavy, but worth the pain. Its shells can tear through any basic enemy with ease.

Effective Tactic
You need to have precision aiming when you fire off this baby. If you miss your target, you can end up a sitting duck on account of how long it will take you to load your next shot.



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RED FACTION: WALK-THROUGH

1. LIVE MINES

Go to where the the Miner and the Guard are arguing. When both fall, grab the Control Baton and maul the closest guard (try to steal his 12mm Pistol so you can use it to take out the other guards). You've got to get out of the mines, so follow the corridors until they come to a large doorway (there's some Remote Charges in a side tunnel off the main shaft that are worth grabbing).

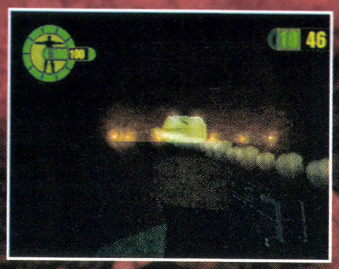


In your first fight the Guard will drop a Control Baton.

2. MINE MAINTENANCE

As soon as you enter this area, a Guard that's perched on a bridge will attack your position with a barrage of Rockets. Don't worry about the Rockets; they are pretty slow-moving and you can easily dodge them. Kill guard who's firing the rockets, then dive into the water and get over to the bridge.

In this area you can ride a conveyor belt to sneak past some of the guards, but beware of the rock crusher at the belt's end (make sure you're ready to jump). Head out through the security checkpoint to reach the next area.



First, kill the Guard, then dive into the water.

3. MINE ENTRANCE

This section is very short, so don't fight anyone. Just run straight to the second room and take the lift there to the next area.

4. BARRACKS ENTRANCE

Gun down the guards at the beginning of this area and grab the Automatic Shotgun that one of them will drop. Next, enter the security hut and hit the switch that opens the doors that lead to the barracks. Riot Guards will start to flood the area as soon as you do this. Take them out right away, or you'll have some serious problems on your hands.

5. BARRACKS

As you'd expect, there are a lot of guards here. Use the individual rooms to ambush the guards that come looking for you. In the Detention Zone you'll find a Miner in a jail cell. Grab the keycard off the nearby table and unlock the door to let him free (he'll attract some gunfire off of you while he tries to escape). Head to the kitchen and escape through the vent above the counter.



There's a vent in the kitchen that you can use to escape.

6. ELEVATOR TO REGISTRATION

This area is a ruined elevator shaft. Guards will be perched along the ledges here, so be careful (one of the defeated guards will drop a Riot Shield that may prove useful). Also, falling can be lethal here, so watch your step.



Take care of the guards before you climb the ledge.

7. MINER REGISTRATION

In the area where you begin there's a vent that you can bust open the on the left side of the wall. Crawl through the vent and you'll end up inside a security station. Kill the guard there (be sure to pick up his Assault Rifle), then hit the nearby switch to open the security shutters that block the way onward. The next room is massive and filled with guards, so try to find cover quickly.

8. REGISTRATION LOBBY

Kill the guard that's manning the Gun Emplacement at the beginning of the area and you'll be able to use the Gun Emplacement yourself. Kill off all the guards that will soon flood the area, then take the nearby elevator to the medical bay (talk to the medic there if you're injured).

9. DOCKING BAY

At the beginning of the level you'll watch some of your comrades die in a failed escape attempt. As soon as you can, go to the control room and trigger the switch on the control panel to retract the containment doors. To exit the area, simply take the elevator.



The fleeing Miner ship will not get very far...

10. EXIT FROM DOCKING BAY

Kill the guards that protect the shuttlecraft, then head inside to collect the supplies from the hold. Move further into the complex through a door at the end of the hangar.

Be warned: Some of the corridors have miniature turrets built into the ceiling. Deal with these before worrying about guards, as they are far more accurate with their shots. The room on the far end of this section houses a giant armed mech. Dodge its shots and lob rockets at its eye. After you've defeated the mech, you can look through the area's security cameras, or just exit.



11. ABANDONED MINE

The elevator (actually, it's more of an enclosed lift) at the beginning of the level has a ladder built into the right side of the shaft. Get on the ladder—don't stay on the elevator—and climb down. Check out the shed tat the bottom for some supplies, then leave the area—the door will be jammed, so use Remote Charges to blast through the wall (it may take a few Charges to get through).

12. CREVASSE

Jump off of the cliff at the beginning of this area and enter the water. Head to the area on the left, then climb up to where the guards are. Take out the guards, then follow the path of flares to the exit.

13. ABANDONED SMELTER

Before you go through this area, make sure to take out the guard in the control room; otherwise he'll shoot you in the back.

14. ABANDONED ORE HOPPER

This is a large room with a circular catwalk. Use the rock that's blocking the doorway to help you get up to the ventilation shaft near the top of the room, then crawl on through the vent to reach the next zone.



15. VENTILATION SHAFT

Clear out the guards and enter into the shaft that leads to the rock crusher. Just follow the signs on the walls and you will be able to find your way through.

16. ABANDONED CRUSHER

Wait by the lava at the beginning of the level and Hendrix will make a bridge appear. Be sure to kill the guards on the other side before you take the bridge (one of these guards will drop a Sniper Rifle).



Don't take the bridge until you kill the guards on the other side.

17. PLANT ENTRANCE

This area is heavily guarded. Use Rockets to clear out the Gun Emplacements before you actually enter the Power Plant.



18. GEOTHERMAL POWER PLANT

You need to complete the following objectives in order to continue. Unless you shut down the power, the Red Faction doesn't stand a chance!

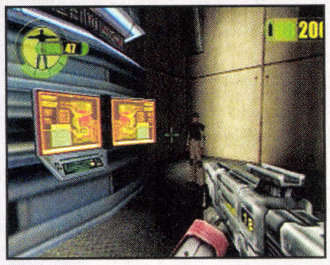
1. Entry Point
The two guards that are protecting this area are using some sandbags for cover.

2. Lava Control
Press the button on the console that's next to the vat to start flooding the area with lava.

3. Water Control
Deactivate the computer on the lower level of this room.

4. Turbine Room
Hit the switch on the opposite side of the giant turbines to destabilize the entire plant.

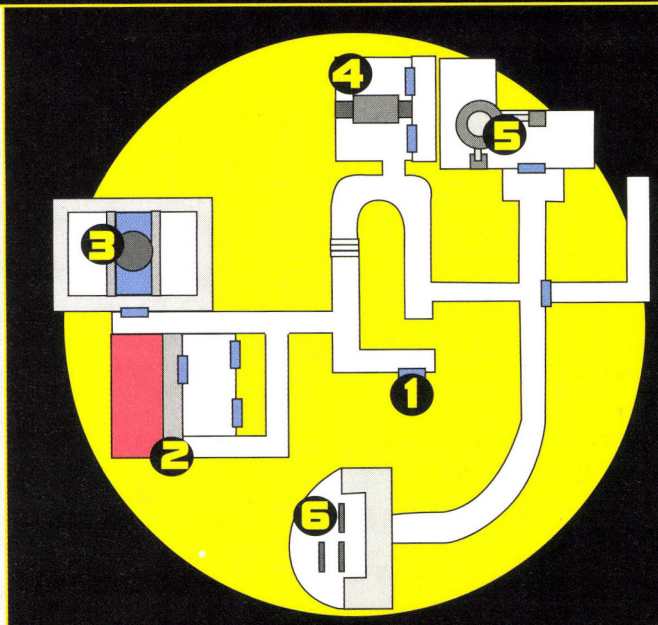
5. Water Reclamation
Destroy the two small pumps that are connected to the giant reservoir tank.



Speak to the techie in the Main Control Room. Do not kill him!

6. Main Control Room
After you've accomplished the previous tasks, head to this room. Follow the techie's instructions and press the button that he tells you to at the same time he presses his button.

7. Escape
The door that was previously locked near the Main Control Room is now open. Escape through the narrow winding corridors.



19. SUB BAY

The door to the control room is locked, so blow up the walls around it and let yourself in. Hit the switch inside the room to drop the submarine into the water. Mount the sub and pilot it along the path marked with lights.



You have to drop the sub into the water before you can use it.

20. UNDERWATER RESEARCH

There's a tram on the bottom floor of the second Sub Bay that you need to take to get into this area. Once you're in the Underwater Research facility, find the Miner that Hendrix told you about. Talk to him and he'll disguise you so you can sneak into the administration district. Some bad news: You can only carry a Pistol and you'll lose all of your other weapons.



The Miner behind the staircase will give you a disguise.

21. ADMINISTRATION ENTRANCE

Hide your gun under your clothes, then infiltrate the administration building. You have to find a man named Gryphon, who works on the top floor. Try to make your way to the executive elevator without attracting the attention of the guards (the elevator is located in the office that has all the cubicles).

22. CORPORATE HQ

If you follow Hendrix's instructions, you'll actually be able to meet him for a short time. If you mess up, though, you won't see him at all. Aside from this little event, the only thing you have to do is find the elevator. Don't waste any time.

23. EXECUTIVE SUITES

Just to the right of the entrance is a room that stores ammunition and various medical aids (it's very likely that you need them at this point). Look for Gryphon's office (his name will be printed outside of the door). Talk to him for a bit and he'll give you instructions on how to escape the building.



You need Gryphon to lead you out of the Executive Suites.

24. MAINTENANCE ENTRANCE

Let Gryphon trick the guards into opening the forcefield that's blocking your route. Kill off all of the guards, then climb into the control room (be sure to grab the medical supplies, Submachine Gun and Grenades). Turn the remaining forcefields by pressing the two buttons on the control panel, then travel down the left-most passage to find the Bot Repair Shops. Continue until you reach the large room. There's a sniper on a high platform, so be careful. Ride the elevator to the top, kill the sniper, then trigger the last two forcefield switches.

25. FIGHTER DOCKING BAY

Kill the two guards in the guard station, then hit the switch that opens the main door. In the large room, deal with the opposition so Gryphon can open up a secret passage. You will come to a heavily armed guard outpost with two sentry guns and two guards behind cover. Kill off the guns with explosives, then lob a grenade into the outpost to open it up. Grab the health in the medicine cabinet, then press both switches (this will turn off the turrets, even if they're destroyed). When the coast is clear, Gryphon will run toward you. Hit the door switch and ride down the elevator. Run to the fighter and fly out the top of the room.

26. FIGHTER TESTING GROUNDS

Fly to the end of the course and ignore all the targets that are set up in the valley. Take out the enemy fighters that assault you, but try to conserve your limited ammo. When you get to the base, clear out all of the enemy troops and you will be able to land safely.



Don't waste any of your fighter's ammo when you're in this area!

27. REFUSE DISPOSAL PLANT

An Ultor Personnel Suppressor Combot will attack you as soon as you enter the area. You can't kill this thing, so don't even try. Instead, lure the Combot to the room with the pit. Next, climb the ladder to the second floor and press the switch on the control panel—the pit will open and the Combot will fall right in. To exit the area, climb down into shaft that the Combot fell into (you might want to check out the ceiling in the main room before you go...).



Your weapons are ineffective against the Combot.

28. MEDICAL RESEARCH

Work quickly to make your way to the bottom of the facilities. Try not to kill the Medics, as they are more than willing to heal you.

29. CRYOGENIC STORAGE

This area is extremely difficult. You will be attacked by multiple guards, so you have to keep moving. Find a ladder and make your way to the top-most catwalk. Continue until you find the door that leads to Capek's Lair.

30. CAPEK'S LAIR

Find the Lab Administrator (he'll be the guy sitting at a desk). Shoot him and take his keycard to the area labeled "Restricted Access." Once inside, you'll eventually meet Capek, but you will not be able to get past his Nanotek Shield. Capek will flee, taunting you the entire time. Follow him.



Kill the Administrator and you'll be able to grab his keycard.

31. CAVERN ENTRANCE

All you have to do is make it to the other side of this small cave. It's not hard, but watch out for guards and mutants.

32. UNDERWATER CAVERN

Swim through the underwater cavern to the other side. Don't worry about drowning—your environment suit will protect you no matter how long you stay underwater.

33. THE ARTIFACT

In addition to the hordes of mutants that you'll encounter here, you'll have to watch out for the hot geysers of steam that randomly shoot out of the floor. At the end of the section you'll find a Flamethrower, which is pretty handy for toasting mutants.



The hot steam from the geysers will burn you pretty badly.

34. WATERFALL

Make sure to kill the mutants in this area before they pounce at you (mutants are adept at hiding in the darkness, so move slowly). Look for a passage at the base of the waterfall and follow it to where it leads—you'll first encounter Defense Droids here, so be careful.

35. CAPEK'S ZOO

Kill off the assorted guards and creatures as they appear (you'll learn a little about the missing Miners in the process). In the large room with the cages, quickly jump onto the jeep and use its machine guns to pulverize the mutants. It's not your ammo, so fire away!

36. ICY UNDERWATER CAVERN

Kill the guards at the beginning of this area, then swim to the structure inside of the cave. Swim quickly past the giant fish or you'll get zapped.

37. ICY SUB BAY

First, take out the guards, then hit the switch that drops the sub. Get on the sub, and be careful not to exit through the cave you came in from.

38. WORM FOOD

After you defeat the guards at the beginning of this section, you'll come across a long tube-like passage that leads to a giant worm. To fight the worm, strafe from side-to-side and fire Rockets at its mouth. After the worm is dead, there are two routes that you can take to leave the area: either continue past the worm, or hit the switch near the its body to enter another tunnel. If you take the tunnel, you'll encounter another worm, but there aren't as many guards here as there are on the other path.



Dodge the corrosive slime that the worm will spit at you.

39. LAB ENTRANCE

Lots of Sentry Guns make this area a headache. Fortunately, the layout is fairly straightforward.

40. NANOTECH LAB

There's a lot of serious guard action going on here. Work your way to the elevator at the far end of the lab. Killing the scientists in this area may cause them to drop Medipacks.



41. CAPEK'S INNER SANCTUM

About 10 guards will ambush you as soon as you get out of the elevator—because they're so closely grouped together, though, a well-placed Grenade or Flamethrower burst will drop them all with ease.

Once you enter the actual Inner Sanctum, you will end up facing another group of guards—defeat them and you'll face Capek. Eos will show up to provide you some much-needed back-up. Capek will fly around the ceiling, protected by a Nanotech Shield. Strafe from side to side to dodge the energy blasts he sends at you. When Capek lands on the platform without his shield, he's all yours. Just a few shots more is all it'll take.

With Capek's dying breath, he'll trigger a self-destruct device. You will only have a minute to escape from the area.





Keep shooting Capek to wear down his Nanotech Shield.

42. GRAND CANYON

Escape the Inner Sanctum through the same passage Eos made when she joined you in the fight against Capek. Once outside, you'll find someone willing to take you through the valley. Jump into the back of the jeep and man the gun while the driver assumes control. Gun down the troops, and pay special attention to the gunships that appear above you. At the end of the area, head behind the giant boulder to find a small cavern. Kill one of the nearby guards for the wonderful Precision Rifle.

43. DRY WATERFALL

Follow the path, but be wary of the little critters that'll jump out at you. (seems like you did not kill all of Capek's creations back in the lab). At the top of the mountain area, look for a drainage vent—blow a hole in the side of it to find the entrance to the sewer system. The sewers will take you to the back section of the Grand Canyon.

44. GRAND CANYON (AGAIN)

A cable car system spans over the chasm. Ride the car across, and use the Precision Rifle to take out the guards on the other side before they take advantage of your lack of mobility.

45. COMMUNICATIONS CENTER

There's a lot of guards that defend this area, and when you're done with the guards, you get to face some mercenaries. Make sure your strafing skills are up to snuff or you're as good as dead. To exit the area, find the elevator on the main floor. Before you do, though, check out the bunker on the lower level—there you'll find a Sniper Rifle and some ammunition.

46. COMMUNICATIONS TOWER

The elevator takes you up to a large circular room with a staircase in the middle. The room is crawling with guards, and all their weapons are going to be trained on you! Ignore the guards and race up the stairs. At the top of the stairs is a control room. Enter the control room, hit the switch, then run back down the stairs and go through the large steel door at the bottom. Be warned: three heavily armed mercenaries are inside (one drops a Rail Driver). Remember, a single shot from a Rail Driver will kill you, so start dodging if you see streaming blue light.

47. SHOOTING GALLERY

Hendrix will ask you to take out the missile complex, and you must pass through this area in order to reach it. Run across the open field to the building on the other side and try not to get nailed too badly. Once you get inside the building, you must keep moving—there is an almost endless supply of mercenaries, and if you do not remain in constant motion, you're sure to get shot by a Rail Driver. Of course, you do have the chance to pick up a Heavy Machine Gun here. Also, DO NOT head down the left passage after you enter the building—you will get boxed-in and killed. Just run through the airlock (which is only protected by two guards) instead.

48. TRAMWAY TUNNEL

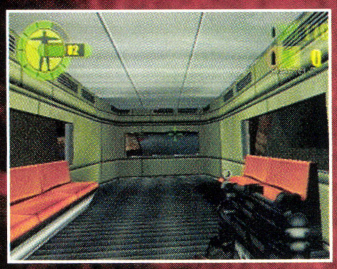
This is the hardest section of the game. Quickly board the trams before the guards overwhelm you (they're infinite in number, so do not bother trying to gun them all down). When the tram stops at the second terminal its doors will open, but you should not exit. Instead, take out the guards that are in the immediate area, then close the tram door and start moving again. The guards will pursue you with another tram, but as soon as it comes alongside of you, take out the enemies inside with your Rail Driver. The tram's next and final stop will be the missile command center.

49. MISSILE COMMAND CENTER

Take out the guard posts and keep moving until you reach the communications room. Trigger the missiles so that they will blow up the base, then quickly run back to the tram to escape.

50. STRANDED!

Once your tram crashes, a timer will start. Abandon your ruined tram through its damaged rear window and fight your way to the warehouse. Inside the warehouse foyer is an office that has a switch that you can trigger to open the actual warehouse storage facility. Now you've hit the mother lode! The storage facility houses a giant APC and a number of Medipacks. Unless you think you're the god of first-person shooters, use the APC.



Crawl through the bottom window to escape the tram.

51. ANCIENT RIVERBED

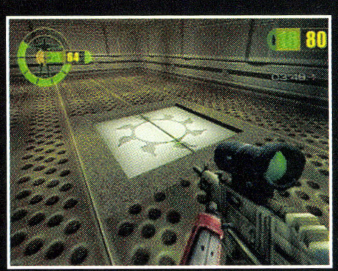
Don't forget about the time limit! In this section you just have to make it to the other side of the riverbed as fast as you can. Unfortunately, this area is crawling with mercenaries. Don't stop for any reason. If you're in the APC, feel free to run over anyone in your path—mercenaries make a wonderful crunching noise.



Use the APCs weapons, or just crush people.

52. UNEXPECTED CARGO

Head to the loading docks by navigating up the conveyor belt. Watch out for the pairs of guards, who can really tear you apart. To make matters worse, a Rocket Launcher guard is protecting the end of the belt. Continue until you find a lift that will take you inside the shuttle. Take out the nearby guards, then hide in the small nook on the floor (you will need to reach this point before the time runs out). Once you're hidden, a cinema will begin and you'll get to see the shuttle flying away to the satellite.



Hide in this cargo bay in order to reach the defense satellite.

53. SPACE STATION HUB

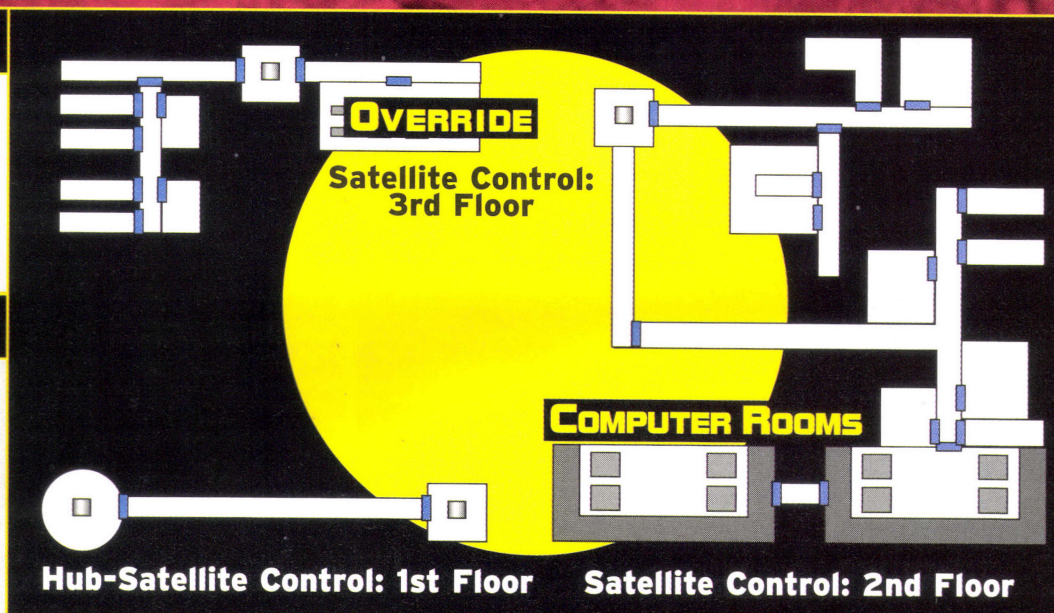
This area is pretty small. If you require a Medipack or need ammunition, you can blast your way through the glass tube in the main chamber. If not, dodge the robots and guards and find the ladder that's past the reactor door. Climb the ladder to reach the Satellite Control area.

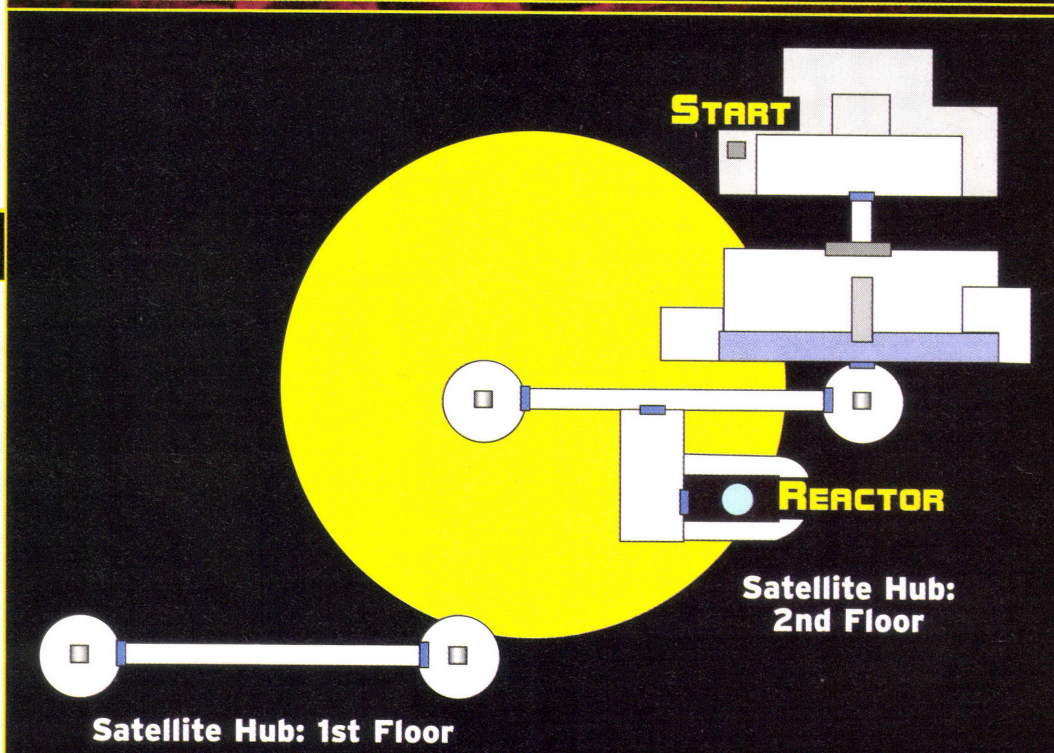
54. SATELLITE CONTROL

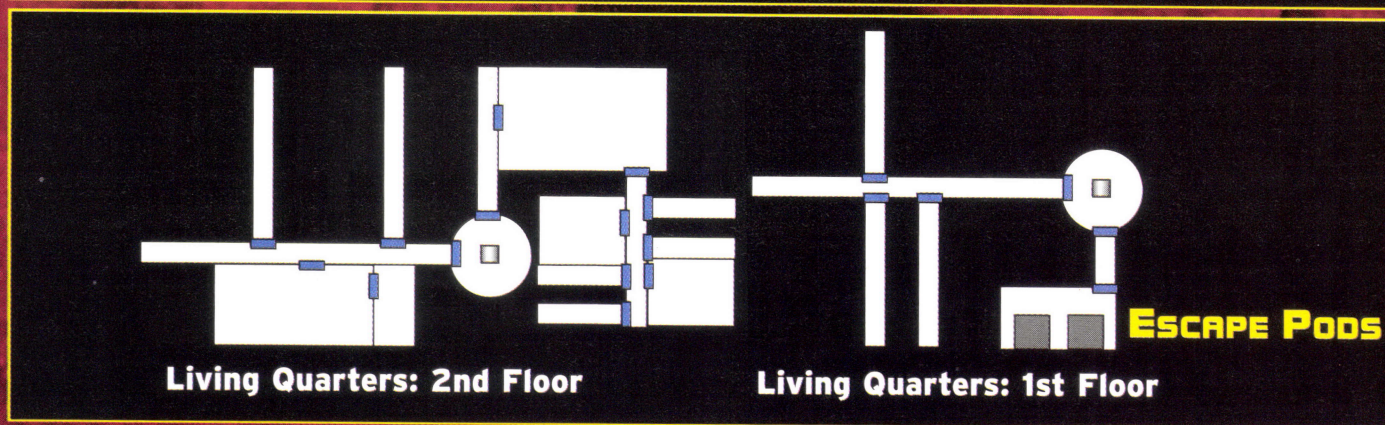
Head to the security section of this area and look for a computer that will override the doors in the lower section of the satellite. If you need health, try killing the scientists in the area, as they will often drop Medipacks. Next, head back to the ladder, climb down one floor and enter the the doorway marked "Security." In this area you will find a large room with four defense computers that you need to destroy with explosives. There are four more computers in an adjoining room—blow them all apart to wreck the Defense Grid. If don't have any Remote Charges, the Rail Driver will do in a pinch.

55. LIVING QUARTERS

Enter this area by climbing the ladders all the way back down, including the ones in the hub. Kill every guard you see and make your way to the escape pods (make sure EVERY threat is dealt with now). Next, you will want to return to the Space Station Hub section and enter the door marked "Reactor." In the reactor room, climb to the bottom and flip the switch. Do not step in the radioactive coolant or you'll take damage. Next, move up to the third floor and hit the second switch. This will trigger the detonation sequence. You now have one minute to reach the Escape Pod. Aren't you happy that you've killed off all of the guards in your path?







56. CRASH SITE

Follow the winding path of rock to the bottom of the gorge—watch your step here, as it's pretty easy to fall off. To the right of the waterfall is a semi-hidden cave that leads deep into the planet (ignore the pool of water—it doesn't go anywhere anyway). You will come across a number of heavily-armed mercenaries around here, so keep your eyes peeled.



A tunnel is obscured by the waterfall's mists.

57. SNIPER ALLEY

The enemy is firmly entrenched in this area, and getting through will not be easy. Use the Precision Rifle and Sniper Rifle to take out the enemies at long distances (they'll be busy shooting at the other miners, so you should have plenty of time to pick them off). You'll know you're near the exit when you get to the unextended bridge (don't try to jump to the other side). The exit is located right next to the bridge's beginning.

58. A BRIDGE TOO FAR

A series of narrow caves leads to an area protected by Sentry Guns. Leap between the guns to pick up the Fusion Rocket Launcher. Use this nasty weapon to take out the guns, but be aware of its slow rate of fire. Go through the doors that the Sentry Guns were protecting and follow the hallways until you reach an airlock. Once you enter the airlock, you'll be gassed and knocked out. When you wake up, you'll be in a prison cell.

59. MERCENARY PRISON CELLS

Wait until the door opens up, then grab the Precision Rifle that the nearest guard will drop in the confusion. Take out the remaining guards as fast as you can, and keep moving. Remember that the Rail Driver can shoot through walls, so be sure to take out the Sentry Guns while you're out of their sight. If you're running low on health, check out the control room in front of the elevator. The emergency kits all contain Medipacks.

60. MERCENARY BARRACKS

This area is simply a long hallway with adjoining rooms. The mercenaries here are extremely well armed with a mixture of Flamethrowers and Grenades (be wary of the occasional Rail Driver, though). Clean house and move on. You are really close to the end, so just grin and bear it.

61. MERCENARY COMMAND CENTER

The Command Center is another series of simple hallways. Hendrix is waiting in the computer room—do not kill him or the game will automatically end. Speak to Hendrix, then ride the elevator up. Protect Hendrix from the guards by moving ahead of him and drawing fire.

62. MERCENARY POWER PLANT

Shut down the computer by following Hendrix's instructions. With the power shutting down, you will be able to run ahead to the Docking Bay of the complex. The mercenaries are pretty desperate at this point, so you can expect them all to be equipped with the nastiest weapons.

63. DOCKING BAY ENTRANCE

When you enter the Docking Bay be prepared to fend off an army. The amount of enemies here is near limitless, so move onward through the doorway near the shuttle craft. Don't worry about Hendrix; there's nothing you can do to stop Masako from killing him.

64. MASAKO'S LAIR

You have two options at the onset of this area: You can look for a switch that allows you to pilot a fighter, or you can try to take out the enemy on foot (the fighter makes things much easier). Next, quickly bolt down the long hallways—Gunships will start popping out of the air and if you dilly-dally, you're dead meat. There's no use in trying to gun them down, so just keep moving. Eventually you will come across a doorway on the right side of the hall.

On the other side of the door is a flight deck of sorts. Two gunships will attack you—use the Fusion Rocket Launcher to blast them out of the sky. After you do this, Masako will appear in a deluxe gunship. Although a single Fusion Rocket is all you need to bring her down, she is protected by a Nanotech shield. Keep hitting her shield (Precision Rifle shots work the best), and eventually you'll burn it out—then it's only a matter of getting in a few more shots to kill her.

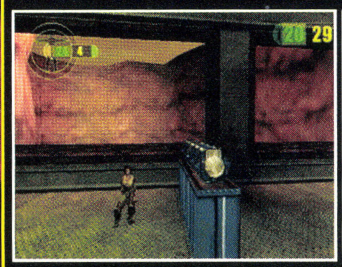
After you kill Masako, a timed sequence begins. Quickly board the lift on the right side of the room and ride it down. At the bottom, Eos will inform you about your last challenge—a giant bomb that threatens to destroy the entire colony. You only have a few minutes to hack out the bomb-diffusing code so you can save the colony. Congratulations, you just beat the game.



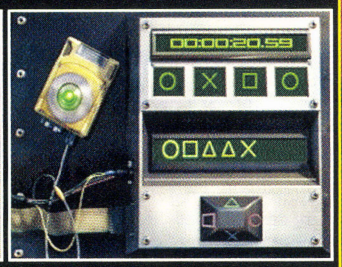
Wear down Masako's shield with the Precision Rifle.



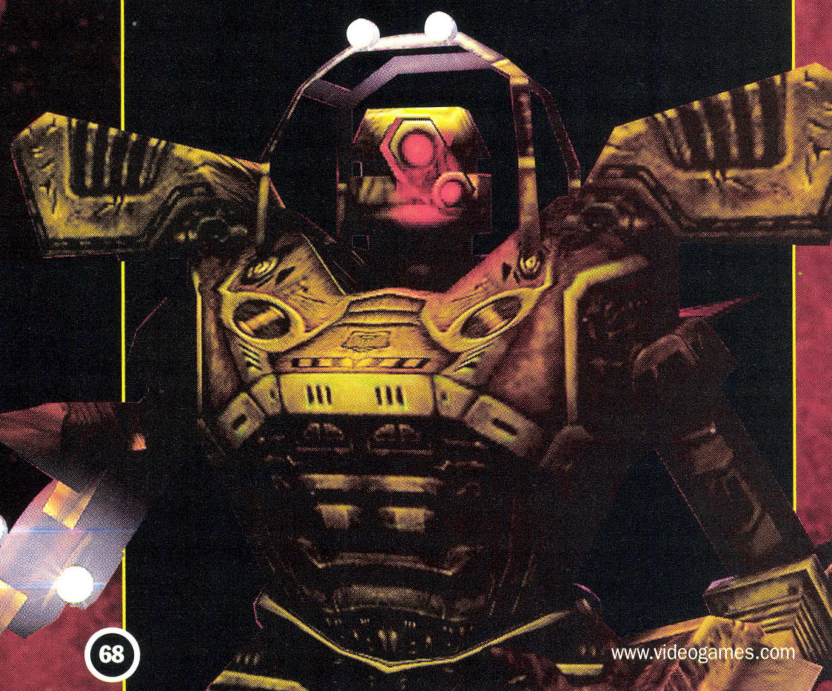
Without her shield, Masako really isn't any trouble at all.



You will have a limited time to defuse a bomb. Can you do it?



You must hack out two separate codes before the bomb explodes.



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MAT HOFFMAN'S PRO BMX™

The Gnarliest of the Gnarly

by Todd Zuniga
xg@ziffdavis.com

The comparisons between Mat Hoffman's Pro BMX and Tony Hawk's Pro Skater are endless. If you're too busy comparing, though, you won't have a great time whipping off a series of startling, breath-stalling tricks. So shut up already and start pedaling.

That being said, the toughest part of MHPBMX to overcome is finding your limitations. Sounds obvious, but if you've saturated your gaming time with Tony Hawk maneuvers, you'll quickly find out that a bike is a whole different story. Although you could throw in a late Kickflip in THPS, that's not always the case with a nifty Barspin. You're going to run into a long list of lipskids when you first start trying to add in late moves, but if Pavlov's dog is any indication, you'll learn soon enough. Now get out there and get gnarly.

database

time to complete	12 hours
challenge	Moderate
best biker	Mat Hoffman
best special move	The Peacock
best advice	Use Manuals as often as possible
also try	Tony Hawk 2
system	PlayStation
publisher	Activision
developer	Shaba Games

EVERYONE E CONTENT RATED BY ESRB

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Don't Overdo It

Overzealousness will wipe you out time and again, so calm down and practice some self-preservation techniques. You are not on a skateboard. You can't mix in nearly as many quick maneuvers to get your multiplier insanely high (trying lengthy grinds will teach you this lesson readily). Also, when you're trying to multiply grind points, get in the habit of pushing Left or Right only when you're doing a quick trick (using Square). Never press Up or Down and Square, and definitely don't try a trick using the Circle button. Those are reserved for the vert ramps. Got it? Good.

Manual At All Costs

If you want to complete the hefty lines that are mapped out within this strategy, you're going to have to learn to Manual. Press Up-then-Down or Down-then-Up after you do a Bunnyhop, after you come off a vert trick or after you finish up a grind. Any time that you notice there's nothing happening, you should instantly bust into a Manual. It will make your trick strings go through the roof, and scoring big points will be much easier. Also, although you could ride out of a run of the mill Manual without falling in Tony Hawk, this is not the case in Mat Hoffman. Manuals are risky. The trick? When you're close to falling, Bunnyhop into another Manual.

Finding The Right Lines

For each level you dive into, you're going to find perfect places to link lots of tricks together, but you'll also find places that run into dead ends. Don't waste time. The key is to find the best lines and use them right away. If you wait until the clock winds down to string together four or five Manuals, a couple of No Handers and a few Barspins, you'll lose a lot of points. Why? Chances are you'll have used those same tricks before, and each trick's point value will decrease each time you do it. So get right into the action and start linking as many tricks together as you can. Sometimes you'll bust out a 30K trick before 10 seconds has run off the clock.

Using Your Time Wisely

There are five objectives in each level: getting High Scores, spelling T-R-I-C-K, finding the Hidden Cover, vandalizing and knocking certain objects down. That's a lot to do in a two-minute run. Although it's possible to clear the first level in one run, the later levels are too vast to get everything the first time through. Pick out one goal and go for it. Don't expect to knock down five Barrels at the Construction Yard while trying to spell T-R-I-C-K—you'll end up with a lot of unfinished tasks. Your best bet is to go after T-R-I-C-K, then, once you've secured all five letters, go to Retry or End Run and start over with those Barrels in mind. Sometimes it's even best to secure the lower of the two High Scores before going after the big one.

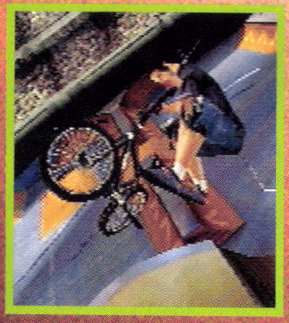
High Scores Are The Challenge

Although you're going to encounter some big challenges in each of the levels, spelling T-R-I-C-K and vandalizing won't be much of a problem. And with this guide, finding the Hidden Cover will be a breeze. One thing that makes the game tough are the high scores that you have to break. Your bike will improve and your skills will get better, but the key to scoring big over and over is getting your Special Meter at full-blast and using your most rad moves. If you're on your way down from a crazy move, find out if you can throw a Barspin into the equation, as well. If it works, you're going to score even bigger.



Special Moves

Mat Hoffman



Peacock
Tap Left + Hold Right + Square

Back Flip Tailwhip
Tap Up + Hold Down + Circle

BarHop
Tap Right + Hold Right + Square

Triple Tailwhip
Tap Down + Hold Right + Circle

One Handed Superman
Tap Down + Hold Down + Circle

Mike Escamilla



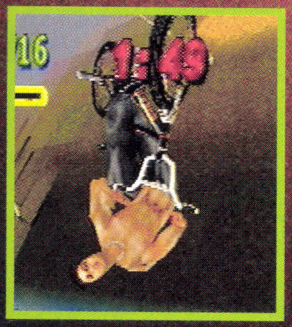
Body Varial
Tap Left + Hold Right + Square

Back Flip One Footer
Tap Up + Hold Down + Circle

Front Flip
Tap Down + Hold Up + Circle

Superman Seat Grab
Truck Driver
Tap Down + Hold Down + Circle

Cory Nastazio



Front Flip
Tap Down + Hold Up + Circle

Double Tailwhip
Tap Down + Hold Right + Circle

Back Flip Tabletop
Tap Up + Hold Down + Circle

Superman Seat Grab
Tap Down + Hold Down + Circle

Dennis McCoy



Decade Air
Tap Left + Hold Right + Square

Back Flip One Footer
Tap Up + Hold Down + Circle

Double Tailwhip
Tap Down + Hold Right + Circle

Superman Tailwhip
Tap Down + Hold Down + Circle

Kevin Robinson



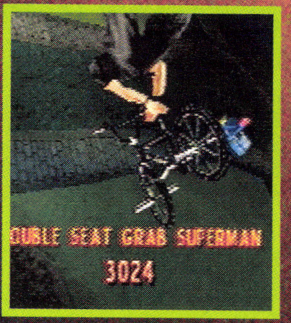
BarHop
Tap Right + Hold Right + Square

Back Flip No Hander
Tap Up + Hold Down + Circle

Tone Handed Swingleg
Tap Right + Hold Down + Square

Superman Tubegrab
Tap Down + Hold Down + Circle

Rick Thorne



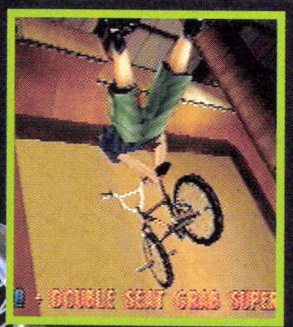
Front Body Flip
Tap Down + Hold Right + Circle

Superman Double Seat Grab
Tap Down + Hold Down + Circle

Decade Air
Tap Left + Hold Right + Circle

BackFlip No Footer
Tap Down + Hold Down + Circle

Simon Tabron



Tone Handed Swingleg
Tap Right + Hold Right + Square

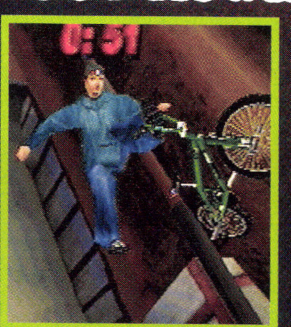
Back Flip One Footer
Tap Up + Hold Down + Circle

Superman Double Seat Grab
Tap Down + Hold Down + Circle

Superman Seat Grab
Tap Up + Hold Up + Circle

No Footed Candybar
One Hander
Tap Left + Hold Right + Square

Joe Kowalski



Back Flip Tabletop
Tap Up + Hold Down + Circle

No Footed Candybar
One Hander
Tap Up + Hold Up + Circle

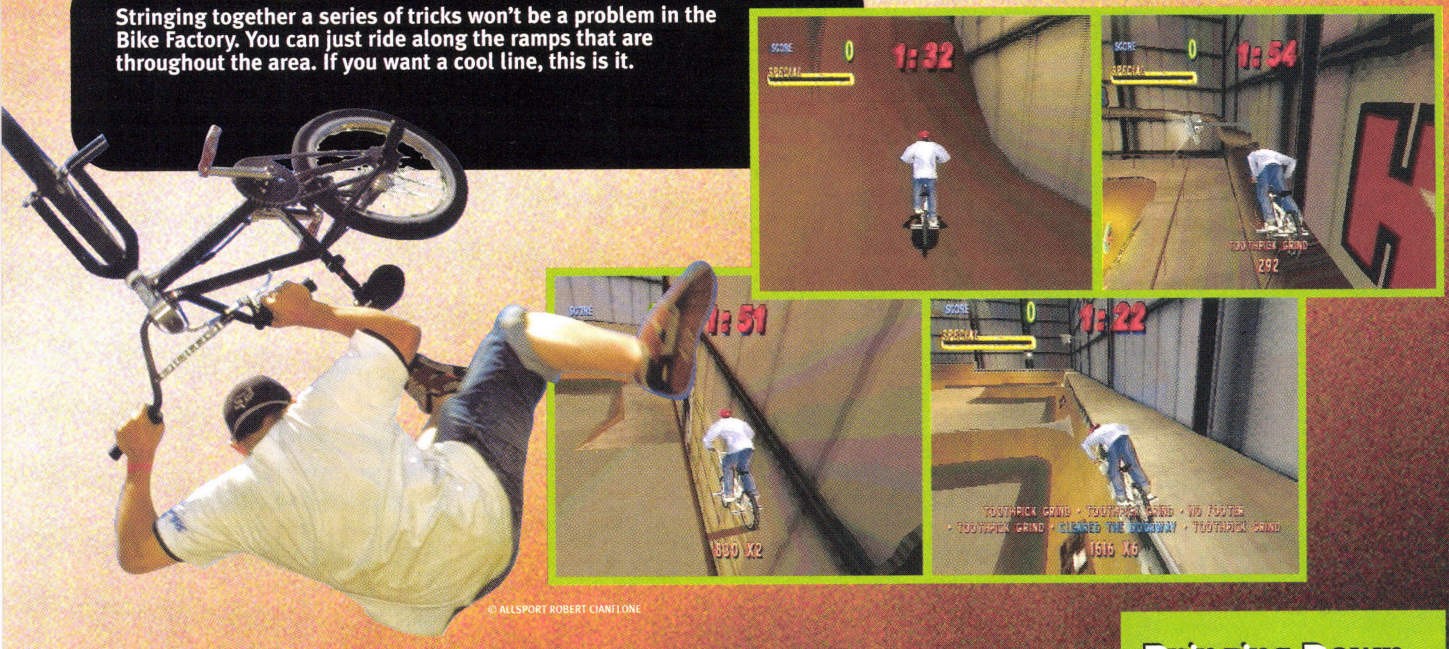
Superman Backpeg
Barspin
Tap Down + Hold Down + Circle

Half Barspin Tailwhip
Tap Down + Hold Right + Circle

The Hoffman Bike Factory

The Righteous Line

Stringing together a series of tricks won't be a problem in the Bike Factory. You can just ride along the ramps that are throughout the area. If you want a cool line, this is it.



© ALLSPORT ROBERT CIANFLONE

Nabbing the Hidden Cover

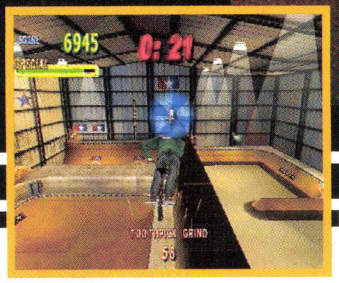
Getting this Hidden Cover is a four-step process. It's one of the tougher covers to get, but the more air your biker can get, the easier it'll be.



First off, you'll need to grind past the switch in this picture. Next, you'll need to speed out of the garage door that's to the far right of the starting point.



Get up the speed you'll need for this jump by doing some vert tricks at the opposite side of the Factory. Once you've got the speed, time the jump to get on this platform.



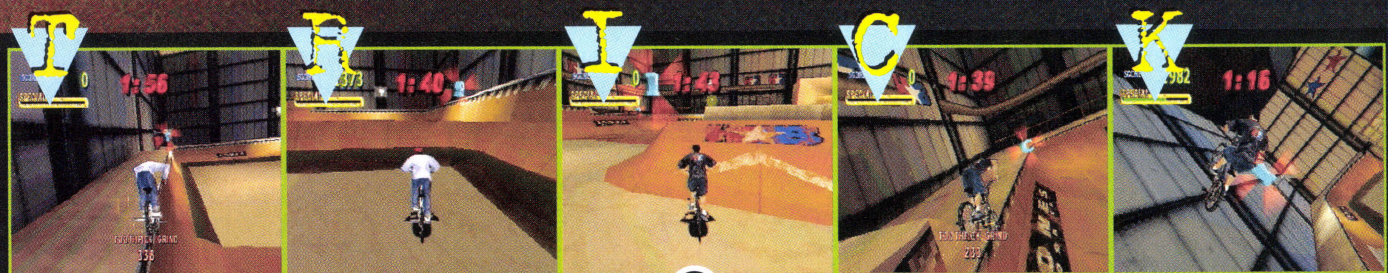
There's no time to spare once you've broken the glass. Center yourself immediately and Bunnyhop. Once you're airborne, start a grind and you'll cruise to the cover.

Bringing Down the Lights

If an area of a ramp seems particularly well-lit, that's your clue to break the floodlight above into tiny pieces. The lights are scattered around the inside of the Factory. Of all the lights, the hardest one to reach is to the right of your starting point (behind you). The best way to break that light to pieces is to rev up using the opposing quarter-pipe, then hold down X and go straight for it. Once you get to the ramp below, let go of X while holding Up. Once you break that one, the rest shouldn't be a problem.

Spelling T-R-I-C-K

If you have a difficult time spelling out T-R-I-C-K in the Hoffman Bike Factory, you might want to think about trying a different game. The letters are obviously placed (regardless, we've generously included pics of each and every one below).



The Construction Yard

The Righteous Line

If you miss your jump for the Hidden Cover, don't fret. As long as you land on the steel girder, you're golden. After that it's up to you to figure out how far you want to go with it.





2 Covers



© ALLSPORT ADAM PRETTY

Nabbing the Hidden Cover

The Construction Yard boasts the most challenging Hidden Cover in the game. It takes precision; if you don't jump at the right time, you'll go without.



First, line up with the left side of the ramp, then start to cheat to the right just a bit in order to center yourself (otherwise, you'll end up grinding the wrong way).



If you score the right angle, you're halfway there. You shouldn't have a problem with balance; just remember to jump early enough to hit the next beam.



If you jumped at the right time, you'll be led the correct way and the Hidden Cover will be in front of you. Don't just fall off the beam—jumping will ensure that the cover is yours.

Vandalizing the Portaloos

Here you have to crash into the local poopers. Don't try to do too much at once, though. The key is to knock over the first one that's just to the left of the starting point. This one's easy to forget (the two by the pool are also easy to dismiss). Keep in mind that you don't have to use the ramp to get to the final Portaloo. Just cruise around the path that circles all of the construction. It'll take up to 20 seconds to get all the way around, so make sure you've got enough time.

Spelling T-R-I-C-K

The "I" and the "K" are the only tough spots in spelling T-R-I-C-K in the Construction Yard. Grabbing the "I" requires balance when grinding out of the pool. For the "K," go all the way to the bottom of the level and get enough air on the half-pipe to reach it.

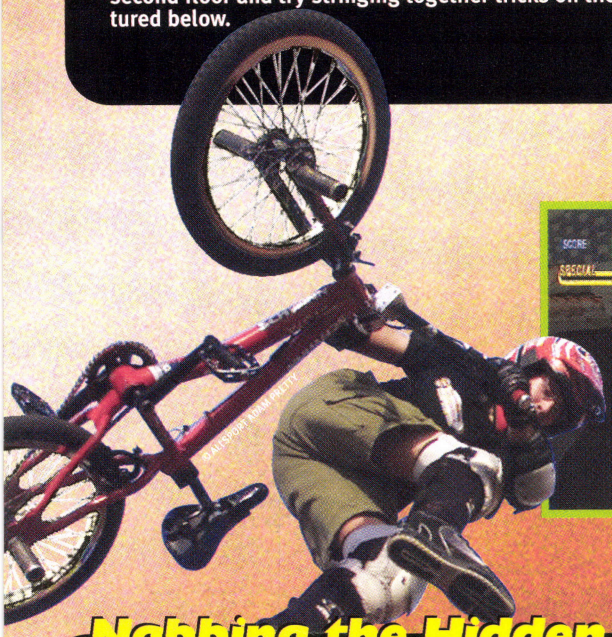


London Underground

8 Covers

The Righteous Line

London Underground doesn't have the types of lines that you'll find in the other areas. If you're desperate, go to the second floor and try stringing together tricks on the path pictured below.











Nabbing the Hidden Cover

This Hidden Cover is more fun to find than it is challenging. That's not to say that it won't take a little practice and luck to grab it from its dangerous heights, though.



You need to ride the pre-escalator rail to get enough speed going for the Bunnyhop you have to make off the center of the escalator. Do it right and you'll get some crazy air.



If you get enough air, you'll have no problem making it onto this tube with a grind of some sort. When you get close to the end, Bunnyhop through the grate.



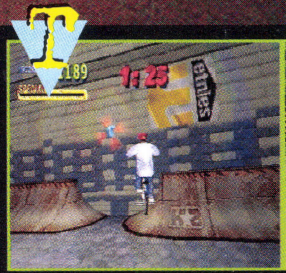
Take a short ride through the tunnel, then make a well-timed Bunnyhop onto the piping above. If you make it, it's an easy grind to the Hidden Cover. Nice.

A Coke and a Smile

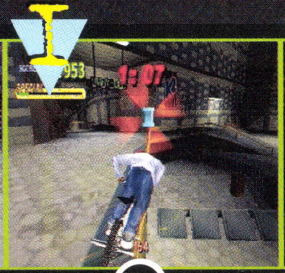
We've all lost a couple dollars in vending machines in our lives, so this isn't the time to censor the obvious aggression that every red-blooded American would like to express toward these machines—it's vending machine tipping time! At the bottom of each escalator or staircase, look to the left or right of the hallway. Also, on the second and third floors of the Tube, look to the right and the left once you've reached the wider areas. The machines are there, and they're just asking for it.

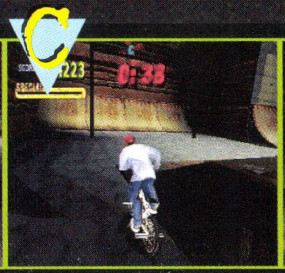
Spelling T-R-I-C-K

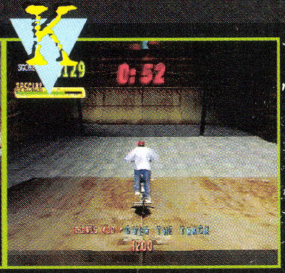
Finding T-R-I-C-K letters in the Tube station is pretty easy. It's best to go after them in order. The "C" and "K" are a little tricky, though. Hop the train tracks and crash through the glass to get the "C." At that point, the "K" will be behind you, so grab it while you're there.











New York City Park

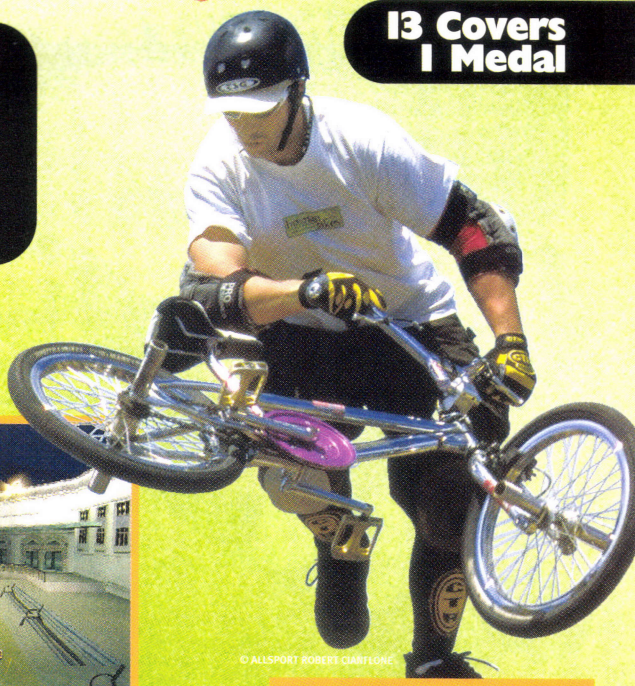
The Righteous Line

Riding this line (starting from the very first fence you'll see) is a complete blast and could take you a long way. Note: In the third screen shown below, the biker landed in a Manual.





13 Covers
1 Medal



Nabbing the Hidden Cover

Strangely, you can get the Hidden Cover in NYC within the first 10 seconds of the run. Of course, falling off a tree a few times can slow you down.



Right from the starting point, veer left. Then, once you're on the gray ground, spin around so you can get max speed as you're approaching the tree.



Once your speed is up, Bunnyhop off the end of the ramp. Once you're airborne, try to get between the tree's two splayed branches. If you do, you're golden.



After you've launched between the uprights, hold Triangle to start a grind. Ride the branch all the way to the end and you'll smack right into the NYC Hidden Cover.

Shwarma Tipping

The game says you have to tip five Shwarma Stands. What's a Shwarma Stand? We don't know, but we can certainly say that no Shwarma vendors are safe while you're on the prowl in New York City. To tip all five, you'll have to remember to look behind you at the start. There are two in the playground area, one's on the bridge and the last of them is straight ahead from the start, next to the black iron fence.

Spelling T-R-I-C-K

You'll might get a serious headache trying to score the "C" in New York. There are two ways to get it: You can either bust down the stairs and jump off the fountain ledge (very hard), or ride the tree branch and do a trick into the letter (easier).



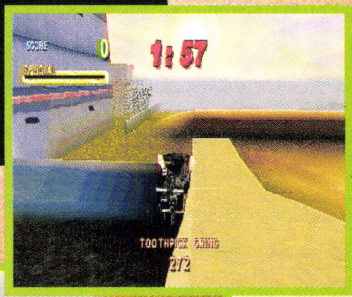
The Treatment Plant

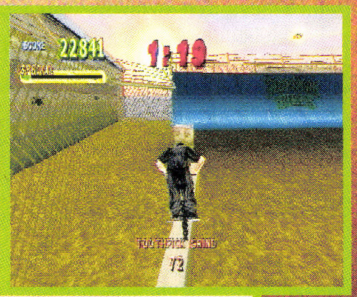
17 Covers
1 Medal

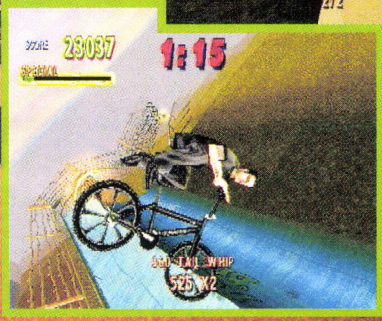
The Righteous Line

You can engage this lengthy line right from the starting point. The best way to make it pay off is to push Up when you're coming off the ramp and then work into a grind.











Nabbing the Hidden Cover

Finding the Treatment Plant Hidden Cover is not a problem if you're decent at balancing on beams. Once you're on the beam, the path will lead you straight to where you need to be.



From the start, turn to the right and go up the big ramp. Once the incline levels off, jump on the rail to the right. Remember to keep grinding (there's no need to jump).



It's strangely easy, but you just have to keep the grind going to get close to the Hidden Cover. Remember to lean accordingly if it seems like you might fall.



After the long grind, you'll reach a rooftop. To the right is yet another beam that's sort of high up. Get some speed, Bunnyhop onto it and ride it to the Hidden Cover.

Barrel of Monkeys

Only a PS-one playing monkey would have a hard time finding the five Waste Barrels at the Treatment Plant. Just ride along the fence through the entire environment and you'll see the five targets as big as day. This is the easiest task in the game.

Spelling T-R-I-C-K

First, get the "T," then spin around and grab the easy-to-spot "R." Spell in order, except for the "C." Get that one last. Stay on the outer boundaries of the environment for the "I" and the "K." Finally, grab the "C" while you're going for the Hidden Cover.







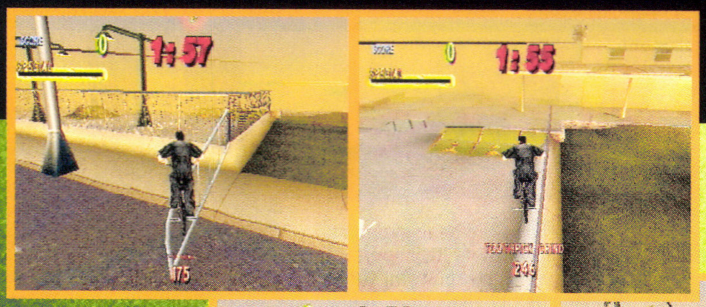


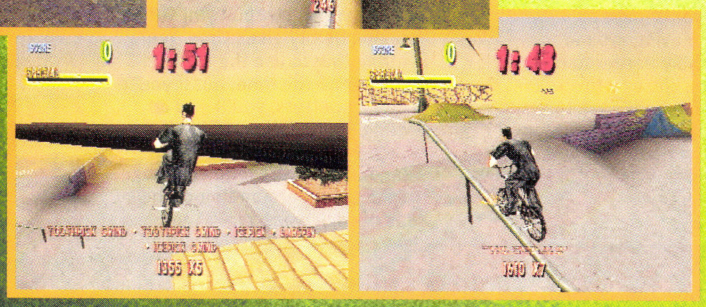


La Habra California

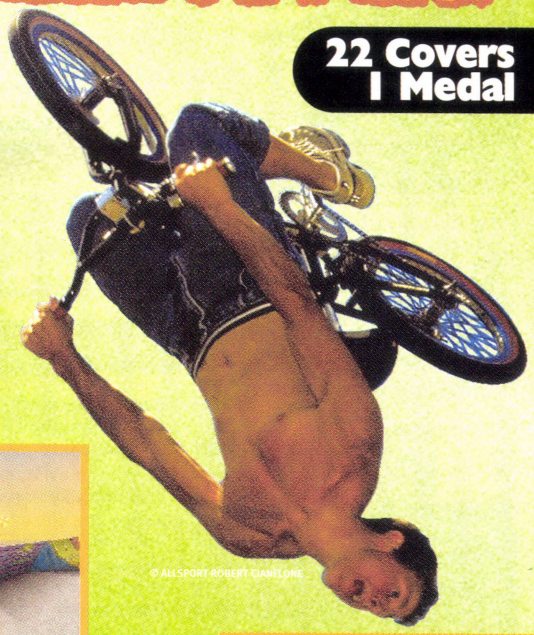
The Righteous Line

You can get a nice 20K right at the beginning of this level if you play your cards right. Try to throw in a few Barspins while grinding and make sure to Manual once you hit the ground.





22 Covers 1 Medal



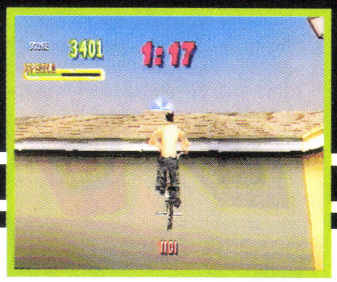
© ALLSPORT ROBERT GIANFORNE

Nabbing the Hidden Cover

This is the last Hidden Cover you'll have to get and it'll give you fits if you're not a really good biker. It's a lot easier to get in that chimney than it looks.



Take a left from the starting point and you'll see this ramp. Don't go for it right away, though. First, do a trick to get enough speed, otherwise you'll fall short of the roof.



Getting onto the roof is the next step you have to take after you've gotten enough speed. Don't grind. Just Bunnyhop at the top of the ramp and ride.



Once you're on top of the roof just line yourself up with that angelically glowing Hidden Cover. Bunnyhop at the chimney and the coveted Cover is yours.

DirecTV Jealousy

OK, so none of the game's biker have 548 channels via satellite. Fine. What better reason for them to go after five dishes spread around La Habra? For the first one, cut left when the horn sounds. Two more lefts and you can ride up a vert ramp to knock it down. From there, leap the ramp opposite of you, then leap onto the house and cut across the roof—it's right there. Next, try to ride the power line to the third. For the last two, you'll need to go to the place where you found the "T" in T-R-I-C-K. You'll need to get up to those rooftops twice, so make sure you have enough time. This is tough, but doable. Good luck.

Spelling T-R-I-C-K

This level's a bit tricky for spelling. The "T" is floating between two building tops, the "K" is tucked away in a corner and the "R" is at the top of the fence. Only the "C" and "I" are in clear sight. Get the "R" first, otherwise it's a free-for-all.





QUAKE III REVOLUTION™

Frag Everything That Isn't You

by Kenneth "Slim" Miller
kenneth_miller@ziffdavis.com

First Dreamcast had Quake 3 and PS2 had Unreal Tournament. Now Dreamcast has Unreal Tournament and PS2 finally has Quake 3. Naturally, the primary difference between the PS2 and DC versions of Q3 is that the PS2 version lacks online support. To compensate, the PS2 version has a much more fleshed-out single-player game. Instead of just fighting a series of deathmatches, you'll also compete in various other modes, such as capture the flag and possession.

My only complaint is the lack of mouse and keyboard support. Being a PC Q3 player, this really hurt my game. Thankfully, there are plenty of control configs, and there's even auto-aim if you want the game to be really easy. So grin, bear it, pick up your Dual Shock and frag away.

Special thanks to Jim Mazurek

database

time to complete	1-2 Hours
challenge	Adjustable
coolest new weapon	Nailgun
coolest new power-up	Kamikaze
best advice	Keep moving
also try	Quake 3 Arena (DC)
system	PlayStation 2
publisher	Electronic Arts
developer	id Software

MATURE M CONTENT RATED BY ESRB

www.eagames.com

Basic Basics

Keep Moving

Regardless of whether you're playing against the CPU or another human, you should always be moving. Moving around makes you considerably harder to hit, and it keeps you close to the action. The only times you'll want to stand still are if you're guarding your flag in a CTF game or hiding in a Possession game (but we'll get to these later).

Know Your Weapons

Every weapon can be useful in at least one situation. It's important to know which weapon you should be using at any given time. Yeah, it's tempting to use the Rocket Launcher all the time, but if you're in close quarters, you'll end up hurting yourself if you fire off a rocket. Make sure to check the weapon list on the following pages to gain an understanding of the uses of each weapon.





Vs. CPU Basics

Path-finding

The CPU bots will always follow a certain path through a map. This path will be interrupted, however, if you (or another bot) shoot at the bot. On some levels, the path is pretty abstract. On others, it's very easy to determine where the bots will next come running around a corner. One map where this is particularly noticeable is "The Proving Grounds." On this map, the bots seem to be obsessed with the teleporter in the main room. If you sit next to the teleporter, you can easily take out the bots as they run toward you.

Camping

Camping is frowned upon by other Quake players, but when you're playing against the CPU, who cares? If you find a good spot with a Rocket Launcher, Red Armor or some nice power-up, feel free to camp there and pick off those pesky bots as they come running in. If you know the bots' path well, you can camp even better.





Vs. Humans Basics

Running the Level

If you're playing against another human, especially one-on-one, running the level (also called controlling the level) is an important technique. Running the level is simply where you continually run through the whole map to each of the ammo, armor, and/or power-up spots to keep yourself stacked. This makes it very difficult for your opponent to catch up if you're already ahead.

Split Screen

In the multi-player games, you and your opponent(s) view the world through a split screen. If you're having a hard time finding the other players, you can always take a peek at their screens. Sure, it's cheating, but it actually increases the pace of the game. If no one can hide, then there's more time for fragging fun. If you're playing cooperatively, it can also be helpful to watch your teammate's screen.



The **Gauntlet** is one of your two default weapons and the only weapon that has no ammo. True, the Gauntlet gives you that satisfying "HUMILIATION" kill if you manage to frag someone with it but that's not an easy task. The best time to use the Gauntlet is in very tight quarters where it's difficult to escape. You can also try using the Gauntlet when you have the Quad. One-hit kill, baby!



Gauntlet


Machinegun

Your other default weapon (besides the Gauntlet) is the **Machinegun**. Typically, you won't get many kills with the Machinegun due to its low damage. However, you can easily spray bullets across a room in no time and take out a horde of weakened combatants. The Machinegun can also be effective if you're good at training the weapon on a moving target, since the gun's rate of fire is very high.

Ah, the **Rocket Launcher**, always a fan favorite. The Rocket Launcher does great damage, but the rockets themselves are rather slow. Against bots, you'll always be pretty effective if you can anticipate their path. However, against humans, you'll have to think more carefully. Aiming for a person's feet makes it harder to dodge. If they like to jump to avoid the splash damage, aim for their head and they'll jump into it.


Rocket Launcher

The **Railgun** is a sniper's dream. If there's a player in your sights when you pull the trigger, they're toast (unless they're heavily armored). If ever you're going to camp, the Railgun makes an excellent tool to assist you. However, you can also use it as a standard weapon if your aim is good enough. The Railgun is also the one weapon you'll want to avoid using if you have the Quad (since it gains no practical benefit).


Railgun


BFG10K

You'll only find the **BFG10K** in a few maps. The reason for this is that the weapon completely changes the flow of the game when someone gets it. The BFG10K is very accurately described as a cross between the Plasma Gun and the Rocket Launcher (with the rate of fire of the Plasma Gun and damage of the Rocket Launcher). If you get your hands on it, you're going to get lots of easy frags. If someone else has it, run.

The **Prox Launcher** (short for Proximity Mine Launcher) is a really fun weapon, but you won't find it on many maps. Another problem is that it only starts with five mines and ammo for it is scarce. When you fire the Prox Launcher, it shoots out a mine that stays wherever you shoot it. If a player (including yourself) moves near the mine, it explodes and causes decent damage.


Prox Launcher


Shotgun

The **Shotgun** is another weapon that's especially useful in close quarters. At very close range, the Shotgun will kill in one hit (unless your opponent is heavily armored). From farther away, however, it's unlikely you'll get a frag with the Shotgun unless your opponent is very low on life. In a large group, you can often get multiple frags in one shot if you stay at medium range and fire away.

The **Grenade Launcher** is actually the most powerful weapon in the game if it hits head-on. Typically, however, you'll do most of your fragging with splash damage. The Grenade Launcher is ideal for taking out groups of people quickly, especially in a small room. You can also drop grenades over ledges or through holes to frag unsuspecting players in the room below.


Grenade Launcher


Lightning Gun

The **Lightning Gun** can do damage very quickly, but only if your aim is excellent. Sweeping with the Lightning Gun won't do much damage. Instead, you'll need to consistently keep the weapon on your opponent to take them down. The Lighting Gun can be very effective in hallways (since your opponent has to move in a fairly straight line). It also has short range, so if you're far from the action, pick another weapon.

Decrease the rate of fire and increase the damage of the Machinegun and you get the **Plasma Gun**. Like the Machinegun, the Plasma Gun is good for sweeping a room to take out multiple players. The advantage it has over the Machinegun is that it does considerably more damage and can be used as an effective general-use weapon as well. If your aim is decent, the Plasma Gun should be one of your primary weapons.

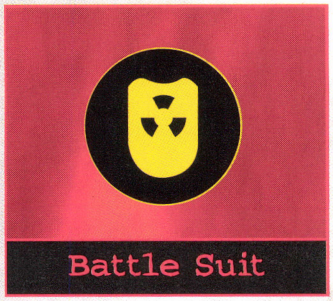

Plasma Gun

The **Nailgun** is an odd mix of the Rocket Launcher and the Shotgun. It fires a slow-moving group of nails that don't spread out. Each nail does decent damage, and it's easy to land multiple nails at once. Unfortunately, the Nailgun does no splash damage, so stick to the Rocket Launcher for long distance. If you're at medium to close range, though, the Nailgun can quickly rip another player to shreds.


Nailgun


Chaingun

The **Chaingun** is very simply a souped up version of the Machinegun. The Chaingun has an insanely high rate of fire, making it ideal for medium range combat or clearing a room quickly. The main drawback to the Chaingun is that it shoots so quickly that your ammo will be depleted in only a few seconds. Make sure to fire in short bursts unless you've got another players square in your sights.



The **Battle Suit** prevents you from taking any environmental damage (such as lava damage), and (more importantly) it protects you against splash damage. If you have the Battle Suit on, you'll have to be hit dead-on by a weapon to get hurt. This takes a lot of the bite out of your opponent's Rocket Launcher, and it allows you to use your own RL at close range with no fear of hurting yourself.



The **Quad Damage** is just about everyone's favorite power-up (and for good reason). While you possess the Quad, all of your weapons will do four times their usual damage. While the Quad is to be feared when combined with any weapon, you're best off using a weapon with a high chance to hit such as the Plasma Gun. If someone else has the Quad, try to find a safe area to duck into for a bit to let it wear off.



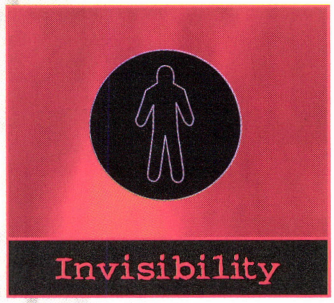
The **Double Damage** power-up is like a mini-Quad. Just as the name implies, Double Damage will cause your weapons to cause two times the damage they usually inflict. Strangely enough, the Double Damage shows up less often than the Quad Damage does. However, the Double Damage is often stashed away somewhere on a map where there was no power-up at all in the PC or DC version of Quake 3 Arena.

Haste is a perfect counterpart to Quad Damage. When you have the Haste power-up, your movement speed and rate of fire on all weapons will increase. This makes it possible to use slow-firing weapons (like the Rocket Launcher and Rail Gun) with even more deadly effectiveness. Because of the increased movement speed, it also allows you to chase your opponents around with the Gauntlet. Humiliation!

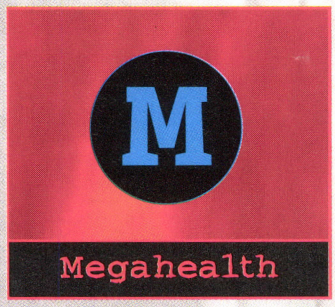




The **Double Haste** has the same effect as Haste, just that it's twice as powerful. It makes you so fast, in fact, that it can even be difficult to control your character. With Double Haste, the Rail Gun becomes a weapon to be feared (since you can fire it about as fast as the Shotgun). A weapon you should avoid using, however, is the Chaingun. It's rate of fire becomes so high that you're likely to just waste ammo.



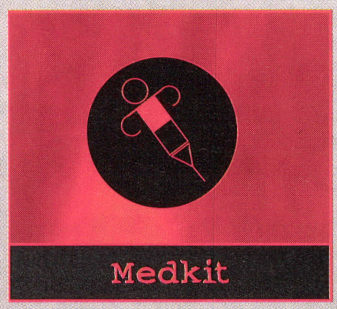
As hard as it is to believe, **Invisibility** makes you invisible. You can sneak around at your leisure as long as this power-up is in effect. Don't get too close to your opponents, however, since it's still possible to see a faintly blurred image of your character. Invisibility is best used to get in an easy shot with a powerful weapon (like the Rocket Launcher or Rail Gun) while your opponent isn't suspecting it.



The **Megahealth** doesn't affect your character or weapons. Instead, it simply adds 100 to your current health (even past your max health). However, any health over your maximum will slowly deplete until you reach your max again. When combined with some red armor, the Megahealth can make you almost invincible for a short time. Don't get too crazy, though; eat a few rockets and that 100 life will be gone pretty quickly.



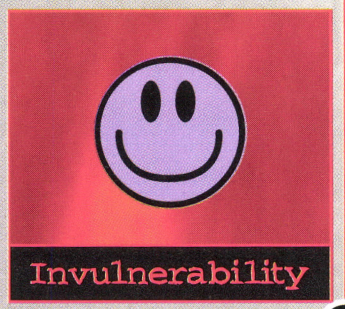
Regeneration has the inverse action of the Megahealth. Instead of instantly increasing your health (where it then slowly drains away), Regeneration will gradually increase your life until you reach your absolute max health (around 100 more than your normal max). If you reach your absolute max with the Regeneration still in effect, your health won't deplete until the power-up runs out (unless you're hit by an opponent's weapon).



The **Medkit** is a carried power-up, thus you can't use it until you press the Use button. However, if you die without using it, you'll lose it. Using the Medkit will instantly increase your life to your maximum. If you're already at or above your maximum, the Medkit will have no effect. Try to hold onto the Medkit as long as you can until you're near death, then activate it to put yourself back in the game.

The **Personal Teleporter** is another carried power-up (just like the Medkit). When activated, the Teleporter will instantly transport you to a random location on the map. This can be useful to either escape from a hairy situation or to get the drop on your opponents if you're unable to find them. It's rare, but if you actually teleport on top of someone, they'll be instantly killed. Good luck actually pulling that off, though.





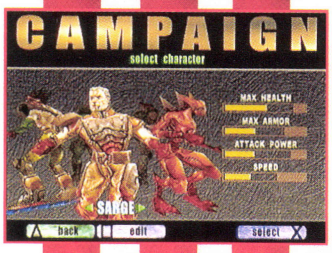
Invulnerability is also a carried power-up (you get the picture). Activating the Invulnerability will surround you in a pink energy field and make you completely immune to any damage. Sounds great, huh? There's a tiny little drawback, though, and it's that you can't move while the power-up is in effect. As a result, you'll want to use the power-up when there are a lot of players close by.



The **Kamikaze** is a carried power-up, and, when activated, you'll detonate your character in a blaze of glory. This blast will take out any players unlucky enough to be anywhere in the surrounding area. The obvious drawback to using the Kamikaze is the fact that it kills you. What a drag. If you're near a lot of players, though, the frags you'll get make it worth it.

Sarge

Sarge is the most well-rounded character of the bunch. If you're new to Quake 3 (or first-person shooters in general) or just want a character that can adequately handle any situation, Sarge is your man. Even though his maximum stats are all pretty similar, his strengths do lie more in the power department (both offensive and defensive) rather than speed. As a result, you'll want to concentrate on fragging rather than escaping when playing as Sarge. He has about the same proficiency with any weapon, since they all even out when you consider his overall stats. And even though Sarge is cool, you shouldn't treat him as a role-model. Blowing people up with rocket launchers and smoking are both wrong, kids.





Klesk





Ever seen the movie, *Shaft, Murder Machine* before? No? Not surprising. Regardless, that's exactly what Klesk is. No, he's not Shaft; he's a murder machine. Klesk's attack power is high to begin with and becomes downright frightening as you progress through the game. To balance out his stats, his max health is the lowest of the characters. Because his speed isn't very high, you'll want to stick to weapons with a high rate of fire. This way, you'll increase your number of hits, and each hit will do devastating damage. If you keep yourself armored up and stay on the move, you can really rip up the competition. To reiterate: We're pretty sure Klesk has no relation to John Shaft.

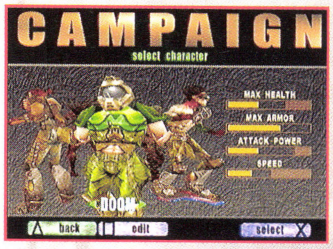
Daemia

Ever seen the movie, *Hard to Kill* before? OK, OK, sorry. Even though you'd think Daemia would be a great contender in the arena because of her high health, it doesn't really make that big of a difference. Sure, you can take more hits without getting killed, but considering how much damage most weapons do, all that really means is you'll get killed in three tenths of a second instead of two tenths of a second. If you're the type of player that likes to charge head-first into battle, Daemia can work well for you, though. Since health orbs are abundant, it's not too hard to keep your health at its high max if you use a hit-and-run tactic. Despite any possible resemblance to Steven Segal, Daemia is an average character.





Doom

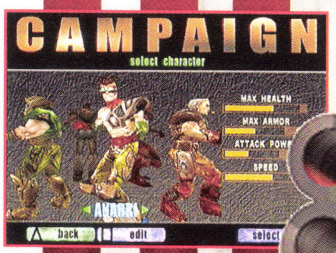




Well, we're not calling Doom the worst character, but... we can't think of a way to finish that sentence. If you ignore Doom's armor max, his stats are average at best. The high armor is great if you can actually collect that much, but armor is pretty rare. By the time you get enough armor for his high max to make any difference, you could have fragged up a storm with one of the other characters. He's especially bad on CTF levels where you don't have time to get armor and his low speed makes it difficult for him to escape with the flag. You can pick Doom if you're looking for a challenge, but you could also create a challenge by playing the game with your feet. *(Note: XG does not condone playing video games with your feet.)*

Anarki

Anarki is pretty much the exact opposite of Klesk. His attack power is lowest, but his speed is the highest (due to his unfair advantage of riding a Hoverboard around). His high speed not only affects how quickly he moves around, but also his rate of fire. As a result, you should make use of the slow and powerful weapons to destroy the competition. Anarki even has a decent max health rating. Pick up a Haste power-up and his speed really becomes crazy. He moves so fast that you actually have to be careful not to go flying off any ledges. Don't go thinking he's fast enough to ride over water, though, because, as we all know, those boards don't work on water – unless you've got POWER.







Deathmatch

Deathmatch is the classic and most popular way to play Quake 3. The main objective is to simply frag more opponents than anyone else. In a free-for-all match, you'll simply want to play your best and use all your mad skillz to stay alive. If you're playing one-on-one, however, the strategies change. You'll want to pay close attention to where the weapons and armor are and try to keep them all to yourself (discussed in "Running the Level" on the first page).





Team Deathmatch

Team Deathmatch is a fun alternative to standard Deathmatch. It's just like Deathmatch, except that you have one or two teammates and your frags are all combined to form your score. Since you're not just concerned with your own life, you'll want to assist your teammates if they're in trouble. It's a little hard to work together if your teamed with bots, but if you have human friends to play with, Team Deathmatch can really be a lot of fun.





Single Weapon Deathmatch

As the name indicates, Single Weapon Deathmatch is like a normal Deathmatch except for the fact that you only have the use of the Gauntlet and one other user-specified weapon (unless you pick Gauntlet as your only weapon). If you pick a powerful weapon (like the BFG10K), it can be a fast and furious match. Or, you can try picking an unusual weapon like the Grenade Launcher for an odd but fun experience. Of course, you can choose the Rocket Launcher to create your own little Rocket Arena.





Kills vs. Time

Kills vs. Time is just a special name for a Deathmatch with a short time limit. You'll only find this type of game in the single-player campaign. Your strategy should be pretty much the same for Kills vs. Time as a normal Deathmatch, just make sure to keep active—you can't afford to wait around while your opponents come to you. Also, for some reason there are occasionally Deathmatches that have a short time limit but aren't called Kills vs. Time. Regardless of the play mode, you should always keep an eye on the clock.





Capture the Flag

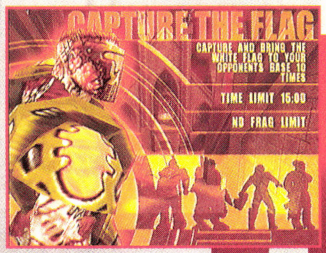
Capture the Flag (or CTF, as it's often called) has always been a fan favorite in the FPS community. Standard CTF is always played with teams, so you'll either need to round up some friends or pick out your favorite bots. The basic object is to infiltrate your opponents' base, steal their flag and return it to the flag at your base to earn a capture. However, you also have to defend your own flag to stop the opposing team from capturing it. The bots tend to be a bit dumb when it comes to CTF, so set their difficulty level a bit higher than you would for a Deathmatch game.





One Flag CTF

One Flag CTF is a single-player variation on standard CTF. In the campaign mode, you'll need to retrieve a neutral flag from a specific location, then return it to your base to score one capture. You should all but ignore the bots trying to stop you. Just concentrate on getting and returning the flag. If you play One Flag CTF in Arena mode, the objective is similar, but you'll need to return the flag to the opposing team's base to score a capture.

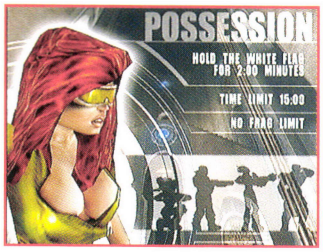




Possession

If you've ever played "kill the carrier," then you know what to expect from a Possession game. Each player tries to grab and hold onto a neutral flag for as long as they can. There's no bases, and it's every man for himself. The time you hold the flag is cumulative, however; which means if you have to hold the flag for one minute to win, you can hold it for 40 seconds, lose it, then hold it for another 20 seconds to win. Possession is the time to let your camping skills shine. If you get your hands on the flag, find a nice place to hole up and hide. Even if you can't stay there long, it's OK—every second you can get is important.

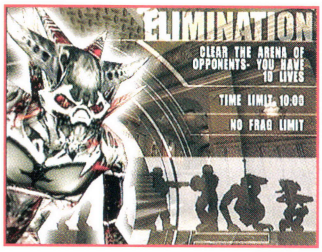
Obviously, if you're playing against another person, you can't really hide, since it'd take an awful lot of will power for your friend not to check your screen to determine your location.





Elimination

Elimination is only found in campaign mode, and an Elimination match is always at the end of each tier. In a standard Elimination game, you'll face one or more opponents at a time. Typically, you have only 10 lives and your opponents have three lives each. Whenever you frag a player three times, they are eliminated and replaced with another player (unless there are none left to challenge you). If you can defeat all the players without losing all of your 10 lives, you'll win the match.





Team Possession

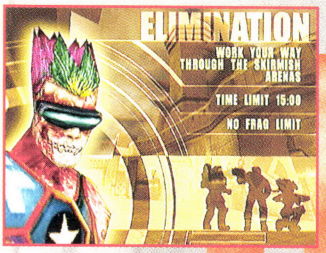
Team Possession differs a lot from standard Possession. If you get the flag, you can still try to hide, but if one of your teammates gets it, you'll want to help out. Stay with the flag-carrier and act as a body guard. If the opposing team does manage to kill the teammate of yours that's carrying the flag, immediately pick it up and try to get out of danger. Of course, this is all a lot easier when you're playing with human teammates rather than bots.





Skirmish

Skirmish is very much like standard Elimination, except you only fight a small number of opponents at a time. Once you've eliminated them, you'll move onto another map where you'll face a new set of players. You'll keep any power-ups and armor you had in the map before, but the weapons available in the new map may be totally different from those of the map you just completed.

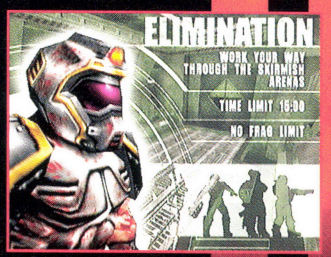




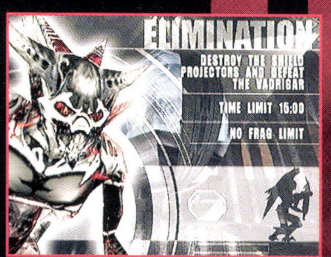
Fighting Vadrigar

Vadrigar is the boss of Quake 3 Revolution, so naturally, he's much stronger than any normal player. You actually fight Vadrigar twice—first at the end of the Skirmish in Tier 4 and again at the end of Tier 5 in a special one-on-one match. Any time you fight Vadrigar, his hit points are shown in purple at the upper-left corner of the screen. He will collect weapons, life and armor just like a normal player, so treat it like a hardcore one-on-one deathmatch.

When you fight Vadrigar at the end of Tier 5, you'll play on a special map created just for this purpose. Vadrigar will start the match encased in a protective shield at the top of the map. This shield allows him to shoot out, but it won't let you shoot in. To remove the shield, destroy the three shield generators that are high above the map, on the walls. Once the shield is out of the way, you can get a clean shot at Vadrigar. Fortunately, you will always re-spawn with a BFG10K on this level. You can even find ammo for it along the bottom of the map. Stay on him with your guns as much as possible or he'll refill his life with the life orbs he has on his platform.









EIGHTEEN 18 WHEELER
★★★ AMERICAN PRO TRUCKER ★★★



We Got a Great Big Convoy

by Phil Theobald
phil_theobald@ziffdavis.com

Haven't we all, as gamers, felt the urge at one time or another to just toss off the shackles of the work-a-day world and become a trucker? Instead of sitting on our butts in front of our TVs playing video games, we could be living life sitting on our butts behind the wheel of a big rig.

Well, someone at Sega must have had the same idea. Witness 18 Wheeler: American Pro Trucker, the action-packed semitrailer racing game.

Sure, it may not be the most authentic sim of trucker life (Quick! You have 90 seconds to drive from New York to the southern tip of Florida!), but it's much more exciting than the real thing.

Too bad it doesn't last for long. Sega didn't add a lot of extras to this arcade port, so there's not much replay value.

Special Thanks to Mark "Candyman" LeFebvre for his real-life trucker know-how.

database

time to complete	2 Hours
challenge	Moderate
best truck	Nippon Maru
sassiest driver	Highway Cat
best advice	Ride the Slip Stream
also try	Crazy Taxi
system	Dreamcast
publisher	Sega
developer	Sega

EVERYONE E CONTENT RATED BY ESRB

www.sega.com

Lighten Your Load

Practically everyone's been behind the wheel of a semi-trailer, so we don't have to tell you that they're tough to handle. The difficult steering of a real-life big rig has been reproduced rather faithfully in 18 Wheeler: American Pro Trucker.

Trucks don't steer as smoothly as the cars in most racing games, but you'll become used to their idiosyncrasies after a couple of turns behind the wheel.

What makes the trucks so difficult to control is the trailer that they're hauling. For the first race in the Arcade Mode, you'll be carrying a fuel tanker. After that race, however, you'll have a choice of what you hitch onto your truck.

The lighter the load that you carry, the easier the truck will handle. If you want to make things more challenging, you can haul a heavier load, which makes steering the truck more difficult. As a reward for not wussing out and taking the lighter load, you'll earn more money once you successfully reach your destination with the heavy stuff.



Heavy loads make your truck less maneuverable, but are worth more.

Give 'Em the Slip

The problem with semis is that it's tough to build up a lot of speed in them. To make the fastest time in the game (and to rocket yourself past your rival), you'll need to ride the Slip Stream.

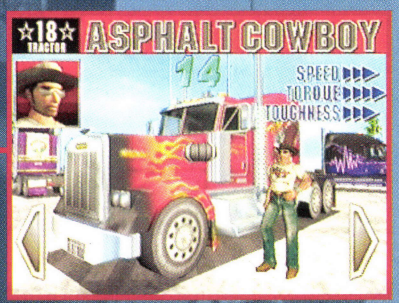
To use this handy speed boost, line your truck up behind another semi, then, when you're perfectly lined up behind it, you'll hear a high-pitched whistle and the words "Slip Stream" appear at the bottom of the screen. This is a subtle hint that you've begun riding the "Stream."

As long as you remain directly behind the truck, your speed will steadily grow, allowing you to zip past the unwary truck when you catch up to it. This maneuver is especially useful for cutting off your rival trucker.

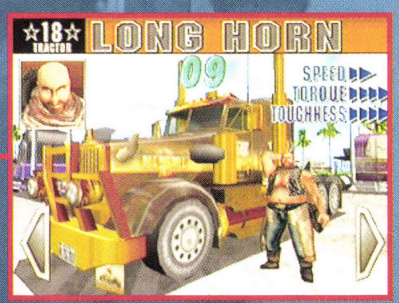


If you find that you're falling behind in the race, get caught up in the Slip Stream to blast ahead of your trucking rival.

Meet the Truckers



Perfect for beginners, Asphalt Cowboy has great all-around stats.



As is video game law, the big guy is slow but can take a lot of damage.



This funky truck is very weak, so avoid accidents at all costs.



Meow! This sassy driver has great speed, but low acceleration.

STAGE 1: NEW YORK TO KEY WEST



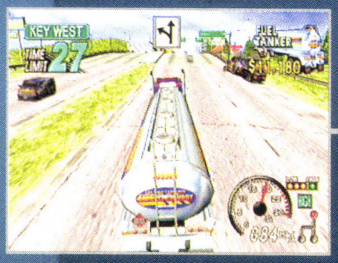
The left fork leads you through some narrow, winding streets that empty into into a heavily-populated area where you can easily lose time.



Not only is the right fork a much straighter path than the left one, but it also has a Time Bonus Van driving along that can give you a much-needed three second bonus.



Here's where you actually choose which of the two paths you want to take. Choose wisely; the wrong path can cost you the game.



The fork in the road sign flashes a tad prematurely toward the beginning of the stage. Although it looks like you can drive up onto the highway to the left, you can't. Just stay to the right until you reach the actual fork.

Choose Your Cargo



In this round, you can't choose your load. This Fuel Tanker is good for beginners, though.

Beat Lizard Tail

Every truck driver has an evil rival trucker who will drive over anything in order to beat you to the end of the line. In 18 Wheeler, things are no different. Reach the finish line before your rival, and you'll get to play the Bonus Round for a chance to win special prizes.



Beat your rival, Lizard Tail, and you'll get to play the Bonus Round.

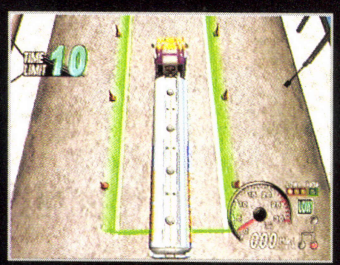
Bonus Round



If you finish ahead of your rival during the first three stages of the game,you'll have an opportunity to complete a bonus round and earn a power-up for your truck.

The first stage's reward is a new horn. When blared, this louder and deeper horn will clear more of the traffic in front of you—you'll definitely need this for some of the later stages where traffic is extremely congested.

Luckily, the first Bonus Round is very easy. If you were able to beat your rival in the first stage, this should be no problem. Simply drive forward, make a right turn and drive straight into the goal (the bright green box). Just make sure you don't build up too much speed, or you'll crash into the walls or the boxes that are just past the goal (this will cost you time as well as points when your score is tallied).



When the viewpoint pans up, brake to avoid driving through the goal.



The new horn allows you to clear more traffic.

STAGE 2: ST. PETERSBURG TO DALLAS

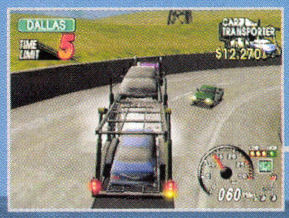
Choose Your Cargo



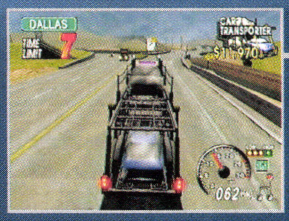
For an easy time, cart these cars to Dallas. They won't weigh you down.



They're better than bad, they're good! These logs are also heavy.



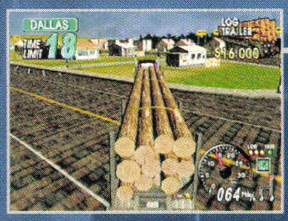
Since the left fork leads to a narrow, winding lane full of oncoming traffic, you should avoid it. It's doubtful that you'll get through it without crashing into something.



The tornado will dissipate when you reach this level's second fork, giving you a clear view of the two roads in front of you.



Watch out for the vehicles that the mighty twister tosses in front of you as you approach the second fork.



Take a shortcut between the houses in the small neighborhood to save some time. Don't forget to hit the Time Bonus Van that's parked just past the little subdivision.



Take the right fork. It's easier to navigate, and it has a handy Time Bonus Van.

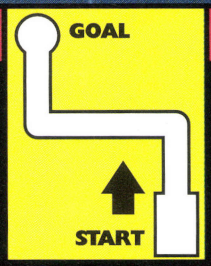


The first right fork is long, and the dirt road will slow you down.



Before you reach the first fork, Lizard Tail will burst through some buildings ahead of you. Hang out behind him and use his Slip Stream to fly past him.

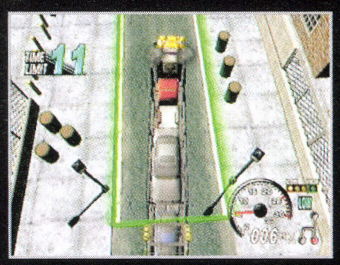
Bonus Round



This Bonus Round is pretty easy. As long as you don't try to drive too fast, there should be no problem making the simple turns you'll need to make in order to reach the goal.

Upon completing this Bonus Round, you'll receive some new pipes to fit on your truck. These raise your truck's maximum speed, allowing you to gain more ground on your rival and to reach the checkpoints faster.

If you're playing as Long Horn, this bonus item is necessary to get, since he has the slowest top speed out of all the truckers. The speed difference won't seem as great with the remaining drivers, but a little extra boost never hurt anyone.



Don't overshoot the goal at the end of this Bonus Round.



Add these pipes to your truck and you'll be able to go faster.

STAGE 3: DALLAS TO LAS VEGAS



Beginning drivers should take the left fork. The road is easier to navigate, and there's a Time Bonus Van parked on the shoulder. There's a lot of traffic, though, so be ready to blare your horn to clear the way.



Narrow roads and loads of speed-reducing dirt make this course one of the trickiest in the game. You'll need to ride plenty of Slip Streams to beat the timer.

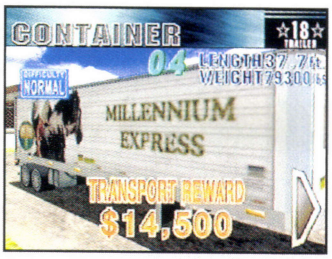


Once you get past the rolling rocks, there's a gap in the roadside barriers where you can drop to the left fork. If you stay on the road and don't drop down, however, you'll save a bit of time and have a chance to hit a Time Bonus Van.



The right fork can be tough, but skilled truckers can use it to save a lot of time. Beware the rolling rocks, though—they'll slow you down if they hit your truck.

Choose Your Cargo

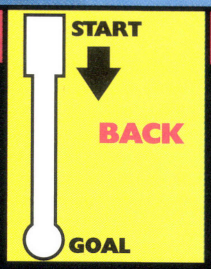


This trailer isn't all that special, but at least it's not that heavy.



It ain't called a "Big Rig" for nothing. This cumbersome monster is mighty heavy.

Bonus Round



The third and final Bonus Round is the most difficult of the bunch, but if you take it slow, you shouldn't have much trouble with it.

The trick here is that you have to back up into the goal, so before the round begins, shift into reverse and slowly back up. The trailer will drift to the left or right, so you'll have to steer a bit so that the trailer remains straight.

When you complete this task, you'll be rewarded with a new engine. With this souped-up hunk of machinery under your hood, your truck will have much faster acceleration.

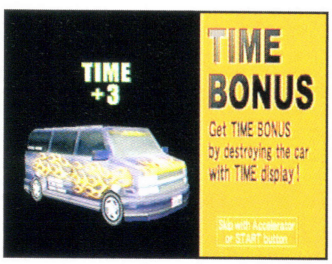
Highway Cat benefits from this part the most, since her truck is the weakest in the acceleration department.

Now that you've earned all three parts, your truck is as powerful as it's gonna get. Use your newly-enhanced truck to get through the fourth and final stage.

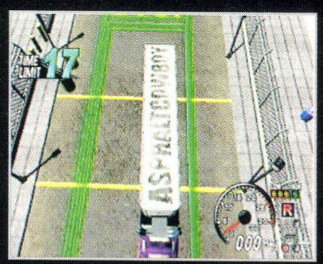
This Van's A-Rockin'

You may have noticed the purple vans with the way-cool flame decals on the sides that are either driving along the road or just parked on the curb. Well, these little guys are your best hope if you plan to finish a level before time runs out.

Every time you smash one of these vans, you gain three seconds to your Time Limit. Although this may not sound like a lot, those few extra seconds can really make a difference. Just don't waste too much time driving out of your way to get one.



If you plan on winning the game, you'll need to smash these vans.



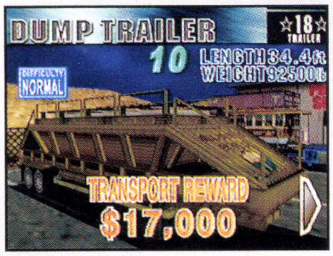
Remember to straighten out your truck as you back it into the goal.



The new engine allows you truck to accelerate faster.

STAGE 4: LAS VEGAS TO SAN FRANCISCO

Choose Your Cargo



This trailer is pretty heavy, but it's the lighter of the two choices here.



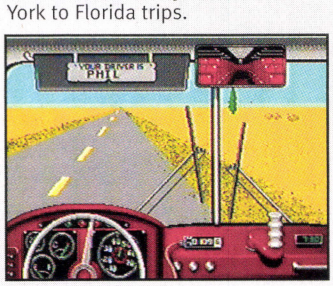
They need Cable Cars in San Francisco, and only you can deliver.

A Man's Driving Sim

If you think 18 Wheeler is a hard-core driving sim, then you should have played Desert Bus, one of the many minigames in the never-released Sega CD game, Penn & Teller's Smoke and Mirrors.

Penn & Teller, the coolest magicians in the world, conceived a real-time bus simulator that had you driving from Tuscon, Arizona, to Las Vegas, Nevada. That's eight hours of bus driving with nothing but flat desert land to look at. And don't think you could just rubber band the accelerator button down, either. The bus pulled to the right, so you had to constantly steer it back onto the road.

Sure, it wasn't exciting, but it was realistic. Maybe we should be thankful for those 90-second New York to Florida trips.



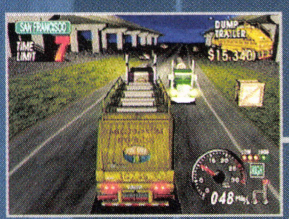
Penn & Teller's driving sim, Desert Bus, was mind-numbingly realistic.



This is it: The final stretch. As you rocket across the Golden Gate Bridge, make sure to hit the two Time Bonus Vans along the way—you'll need the extra time to make it across the finish line.



How Crazy Taxi is this? As you barrel down the hilly streets of San Francisco, you can build up a lot of speed to blast past that wily trucker, Lizard Tail.



The left fork is the toughest of the three choices, as the road is quite narrow and winding. Of course, the oncoming traffic doesn't make things any easier.



The fourth and final stage is the first time that you have three different paths to choose from when you arrive at the fork in the road.



Keep going straight at the fork and you'll end up on an elevated highway. There's lots of construction equipment blocking the road, so get ready to weave the various pieces.



The right fork is surprisingly similar to the left fork. This path is a bit easier, since the road doesn't wind as much and there's not as much traffic to get in your way.

PARKING CHALLENGE

Once you've honed your trucking skills in the Arcade Mode, the Parking Challenge will put them to the test. Initially, there are only four stages to choose from. Once you complete all four, a fifth stage opens up. Likewise, the final sixth stage will become available when the fifth stage is cleared.

During each of these Challenge stages, you must drive to five designated parking spaces, each within a specific time limit. Running into walls or obstacles take precious seconds away from your available time, so you'll have to drive carefully as well as quickly. Luckily, the time it takes to reach one goal has no bearing on any of the others. This way, if you mess up and take a long time reaching the first parking space, you won't have less time to reach any of the other four goals.

Unfortunately, no secrets open up when all the Parking Challenges are cleared. However, you can consider yourself a true trucking master when you complete all of the Challenges.

Stage 1: Factory I



Consider Stage 1 a practice stage. Aside from a few tight corners, you shouldn't have much trouble clearing it.

Stage 2: Town



Shave a few precious seconds off your time by cutting corners.



Backing up your truck is a tough, but necessary, skill to learn.



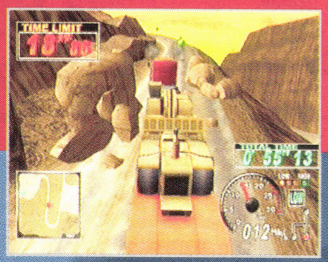
This is a tricky shortcut to make, but it saves a lot of time.

Stage 3: Building

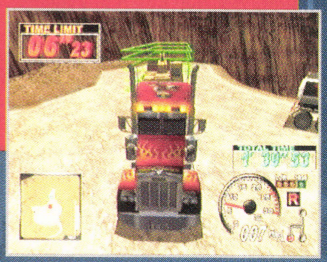


Maneuver through the street lights to reach the third goal quicker.

Stage 4: Mountain

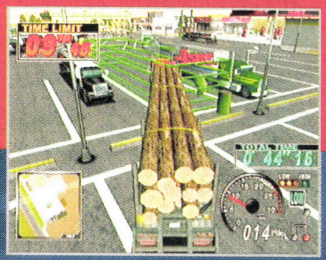


This winding road contains many hazards that you have to dodge.



You'll have to back into the fourth goal to reach the fifth goal in time.

Stage 5: Truck Stop

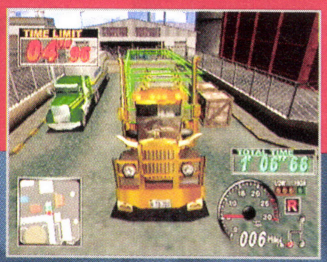


Circle around the back of this goal and enter from behind.



Enter goal three from behind, and you can drive right into goal four.

Stage 6: Factory II



You'll need all your reverse driving skills to clear the second factory.



Backing into this tight space is the toughest parking challenge of all.

Hidden Trucker

Play through the Arcade Mode with all four characters and you'll unlock the secret fifth trucker, Nippon Maru.

His truck has the highest stats in the game, and they'll become even higher when you earn the extra items in the Bonus Rounds.

Be sure to check out the interior view of this truck. Ol' Nippon Maru has the goofiest looking truck is the biz.



Nippon Maru's crazy looking truck is also the best one in the game. Use it if you want to win.

DR. MARIO 64



Pill-Poppin' Excitement

by Phil Theobald
phil_theobald@ziffdavis.com

School may be out, but the doctor is definitely in with the N64's latest über-addicting puzzle game, Dr. Mario 64.

I've been a huge fan of the Dr. Mario games ever since the early Game Boy and NES versions. There was a time when you couldn't pry the Tetris/Dr. Mario cartridge out of my Super NES. When I first heard that Nintendo was making a four-player version of the game for the N64, I couldn't wait.

Sho 'nuff, this game rocks the most. When you got four players dropping pills* and forming combos at the same time, it makes for some hardcore puzzle gaming fun.

Unfortunately, I made the mistake of showing this game to my wife. She was so transfixed by the game that it took me nearly a week to sneak the cartridge out of our home so I could bring it back to the office to write this guide.

* Dropping pills in the game, you see. Don't use drugs, kids.

database

time to complete	3 Hours
challenge	Adjustable
coolest character	Vampire Wario
addicting?	You betcha
best advice	Think fast
also try	Pokémon Puzzle Challenge
system	Nintendo 64
publisher	Nintendo
developer	Nintendo

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Beginner Techniques

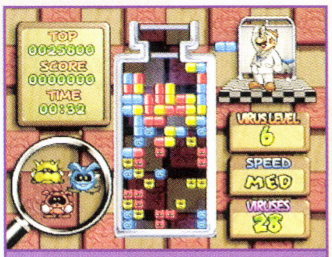
Beginning Med School

Although Dr. Mario 64 is similar to most puzzle games of the "falling block" variety, some of the play mechanics may be confusing to new players. To make sure that everyone's able to keep up, we're going to run down some of the game's basic techniques before we cover the heavier stuff. Pay attention—this will all be on the test.

Clearing Vertical Columns

The point of Dr. Mario 64 is to clear the screen of viruses. Viruses disappear when they touch three or more like-colored pills (like-colored viruses can count in the equation). The easiest way to eliminate viruses is to vertically stack pills on top of them.

The vertical stack is the easiest and most effective way to get rid of the viruses. Even when you become more skilled at the game, you'll still use vertical columns as your primary method of taking out viruses (but you'll soon add more advanced moves to your repertoire).



Don't let your pills stack up too high or you'll be in serious trouble.

Clearing Pills

When you first start playing this game, you're gonna make mistakes—lots of 'em. The most common mistake is when you accidentally stack pills in a way that blocks access to other viruses.

In order to correct those mistakes, you'll have to spend some time clearing away pills—unfortunately, you won't earn any points for clearing pills, and cleared pills don't count when you're trying to form a combo. Still, being able to quickly get pills out of the way is the key to becoming an effective player.

Always drop the pills on like-colored pills. Failing to do so will just add to your growing stack of garbage pills, which can waste time and even cost you the game.



Intermediate Techniques

Clearing Horizontal Rows

Once you've mastered clearing vertical columns, it's time to move on to horizontal rows. Horizontal rows are more difficult to clear, but doing so can quickly lower your virus count.

Ideally, you'll be able to lay a solid-colored pill horizontally between two like-colored viruses. Unfortunately this perfect setup doesn't happen often, so you'll have to find creative ways to clear pills horizontally.

Remember the other half of the pills that are above the row that you're clearing. If you're not carefully, the way these pills fall can potentially ruin any virus-clearing setups that you may have had. Be sure to clear the top part of the row before you go for the bottom half.

Columns



When two viruses are sitting next to each other, continuously drop pills with the corresponding colored halves on top of them. When you drop the final pill, you'll clear two columns at once, creating a combo.

2-Hit Combos

To clear viruses more quickly and to drop garbage pills on your opponent, you'll have to master the art of the combo.

Luckily, 2-hit combos are fairly easy to set up, so you can get a lot of them. The pictures here show two easy ways to form these combos, but many variations on these setups will work.

Staggered



Two columns of three are next to each other, but staggered. Drop a split-color pill onto the higher stack to clear it—in this example, the red half of the pill will drop and clear the lower stack.

Who Are These People?



Wario challenged Rudy for the first time in Wario Land 3 for Game Boy.

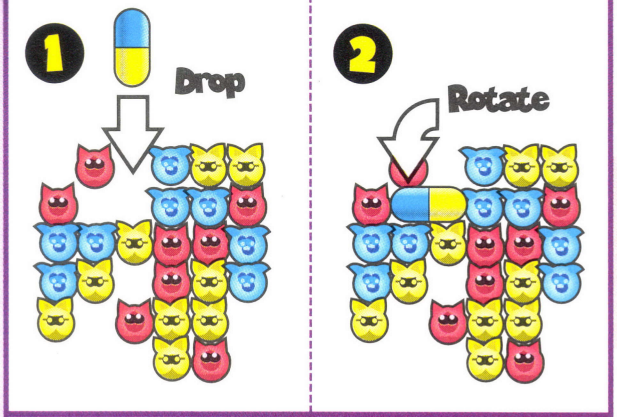
If the characters in this game don't look familiar (save Dr. Mario and Wario), you obviously haven't played the excellent Wario Land 3 for the Game Boy Color. All the "new" characters in this game were Wario's enemies in that fantastic game. Dr. Mario 64's final boss, Rudy, got his start as Wario Land 3's final boss. Interesting, eh?



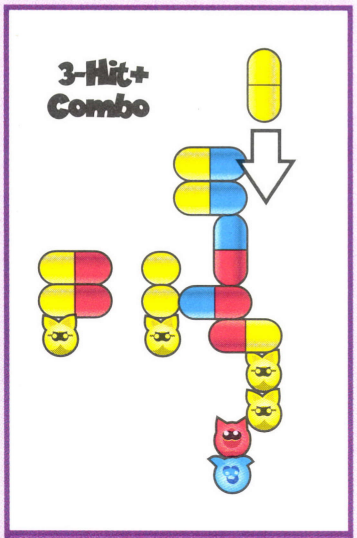
Advanced Techniques

Last Second Rotation

To fit pills into tight spaces, you'll need to master the last-second rotation technique. After a pill touches a flat surface, there's an incredibly short period of time before it "locks" into place. During this brief moment, you can rotate the pill and make it fit into a space that appears to be blocked off.



Rotate pills at the last second to set up complex combos.



They're tough to set up, but high-level combos are worth the effort.

If you're quick enough, you can even move a pill to the left or right after. This handy maneuver can help you clear out some seemingly unreachable viruses.

3-Hit+ Combos

Forming 2-hit combos is a relatively simple technique compared to completing a 3 or more-hit combo. Even the computer doesn't make these advanced combos very often.

The problem with the higher level combos is that they're heavily dependent on the initial setup of the viruses. Unless you get lucky with the layout of the viruses, you'll have to clear enough of the little buggers out of the way so that you can set a combo up.

Sure, it takes a lot of effort, but when you do pull off one of these combos, you score big points and drop lots of garbage pills on your opponent.

Too Many Viruses!

Once you reach the game's higher levels, the screen will be almost completely filled with viruses. When you reach this point, you'll have to be extremely quick and extremely accurate if you wish to proceed.

As you clear out the plethora of viruses, always keep them at an even level. Don't concentrate on clearing just the middle or the sides of the screen. Having high stacks of viruses anywhere on the screen greatly cuts down your maneuverability.

Once you've cleared the viruses down to about the middle of the screen, it's pretty safe to begin using your own method of play.



This screen may look impossible to clear, but skilled players can do it.

Secret Stash

Secret Characters

There are two hidden characters in the game that can only be unlocked by a skilled player. Both characters are uncovered by playing through the Story Mode on Normal or higher difficulty, and you cannot lose a round.

Play through Story Mode as Mario and Vampire Wario will appear after you defeat Rudy at the end of the game. Defeat Vampire Wario without losing, and he'll become available for you to use. If you play through as Wario, the secret character will be Metal Mario.

Super Hard Difficulty

If the Story Mode's Hard difficulty has gotten too easy for you, simply highlight Hard on the difficulty select screen, then press the Z Button—this will allow you to play on the Super Hard difficulty. To switch it back, just hit the Z Button again.



Earning the secret characters takes a lot of skill, so practice!

Increase CPU's Difficulty

In the Vs. Computer and Flash modes, you can adjust your CPU opponent's difficulty level. First, highlight the character you want to play against, then hold down the L-Shoulder button and press the A button (this moves it to Hard difficulty). If you press the B Button, the difficulty setting increases to Super Hard. Good luck!



Car-Crushing Mayhem!

by Andy Baran
andy_baran@ziffdavis.com

I've been waiting a long time for the Twisted Metal series to return to the kick-butt slaughter-fest it used to be before the watered-down mass-market approach of Twisted Metals III and IV sent fans away in droves.

Now that original TM development team is back (SingleTrac, now known as Incognito), everyone has been asking me, "Is it as good as I hope?" The answer, based on what I've seen from the "previewable" early copy that I was sent, is that Twisted Metal: Black is better than the original TM, but not at good as TM2.

The gameplay is outstanding, and the variety of weapons and the different ways you can use them makes TMB a real player's game.

This month, we'll give you a look at the various vehicles. Next month, expect to see all of the game's secrets revealed...

database

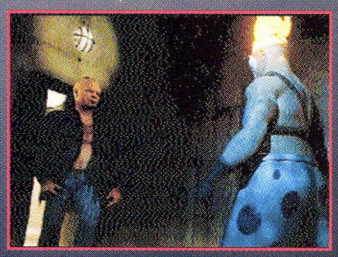
time to complete	3 Hours
challenge	Hard
best item	Satellite
best character	Minion
best advice	Hide away from the thick of battle!
also try	Vigilante 8
system	PS2
publisher	Sony
developer	Incognito

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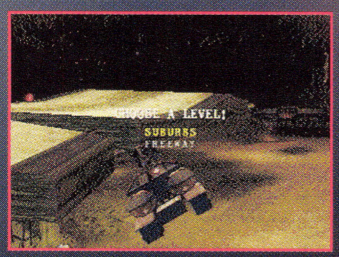
twisted metal: BLACK™

What's New?



Character Backgrounds

Each character in the game has his or her own story. All of the basic drivers have introduction and background cinemas (you'll see the background cinema after the fourth stage). And to top it all off, all of the characters have endings in true Twisted Metal fashion. The old adage of "watch out for what you wish for, you might just get it" has never been truer. These disturbing ending cinemas could earn a Mature rating all by themselves, without any help from the game.



Level Splits

Unlike previous Twisted Metal games, TMB gives you the opportunity to choose the level you want to advance to after you win a certain stage. If a particular battleground, such as the Drive-In Theater, is giving you trouble, you can just avoid it. TMB has more levels than any of the previous Twisted Metal games (the exact number won't be revealed until the game is released), and the Level Split feature lets you play through the game however you want.



More Level Features

Your ability to interact with the different stages simply blows away the other TM games. The methods of causing destruction that are at your disposal are mind-numbing. You can nuke buildings with chemical weapons, shoot down various aircraft or even send a giant Ferris Wheel on a death march through a sleepy suburban town. The best advice is to shoot everything you see—you might be surprised at the results (shooting is also a good way to find secret areas).

The Characters

Learning Your Cars

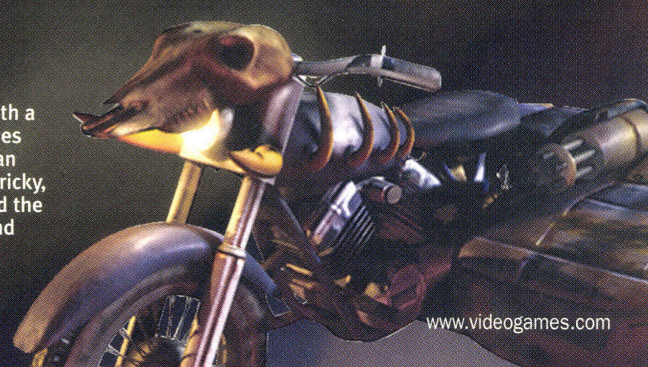
Learning how to use your car effectively is the first step in mastering the game. Each car requires you to play a little bit differently. Some cars may need to play a hit 'n' run game; others might perform well in the midst of a multiple car melee. This game is tough, so don't think you can drive right into a pack of cars without any consequences—this is especially true if you are driving in a car that doesn't have much armor.



Junkyard Dog

His Story: Billy Ray is fighting in the Twisted Metal tournament so he can get revenge on the pilot who mutated his face and stole his wife. Billy really went over the edge when he got back at his unfaithful wife by hacking her to bits with a garden hoe. For hours.

Tactics: The Junkyard Dog is a nasty truck with a nasty Special. This Special, a hook that latches onto cars and explodes, can seriously harm an opponent. Getting the timing of the hook is tricky, though, so practice up. Once you've mastered the Special, stay on the outskirts of the levels and deal with any threats head-on.





Outlaw

His Story: Agent Stone was a highly trained sniper who worked with the police. During one of his missions, he snapped and killed a racist and his family in cold blood. He hopes absolve himself of his sins through victory in the Twisted Metal competition.

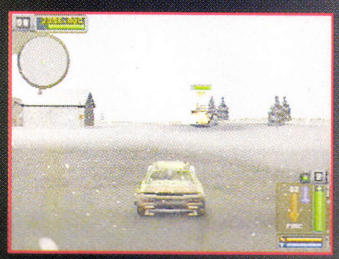
Tactics: If you hit trigger Outlaw's Special, a pop-up turret that acts like a powered-up machine gun will appear; hit the Special multiple times and you'll start firing rockets in addition to the machine guns. The combined firepower of this Special can tear most enemies apart. Don't worry about driving into packs on enemy cars, as its armor can weather many hits.



Mr. Grimm

His Story: Mr. Grimm was a soldier in Vietnam, who, along with one of his comrades, was captured. Thrown into a dank hole with nothing to eat, Grimm was forced to become a cannibal. He has entered to competition so he can get revenge on his old captor.

Tactics: Grimm's Special is a spectral skull that will plow straight into an enemy. Always freeze your opponents, as the Special attack is difficult to land. Grimm's superior firepower comes at the price of extreme vulnerability. Any determined attack will kill him. To win with Mr. Grimm, pick off the weak cars first, and playing hit 'n' run.



RoadKill

His Story: John Doe woke up in the hospital after a terrible accident with no memory of who he was and how he got there. Calypso suckered John into the tournament by showing him an old photo and promising that he'd reveal his past if he won.

Tactics: Roadkill's Special is the ability to shoot multiple rockets at its opponents. The longer you hold down the Special button when you fire, the more rockets you can launch out. Use the Special's accurate missile strikes to take out any stragglers. Roadkill isn't very well armored, so keep constantly moving. Avoid the more armored cars like the plague if you can.



Brimstone

His Story: Preacher was a man of the cloth who committed many terrible acts to his parishioners. He claims that he's possessed by a demonic entity and that he has entered the Twisted Metal tournament so he can expel the demon from his soul once and for all.

Tactics: Brimstone's Special is a religious zealot who lobs molotov cocktails into rival cars. This weapon has decent range, but it's hard to hit with. Freeze opponents first before firing. Since the this car is weak in the armor department, use hit 'n' run tactics.

Crazy 8

His Story: No Face was a boxer who lost and lost badly. When he went to a doctor—a man who just happened to lost a big bet on the fight—No Face ended up paying for the doctor's loss in the worst way. Now, No Face wants to take sweet revenge on the man who stole his face.

Tactics: Crazy 8's Special allows you to shock an enemy with arcs of lightning, and the more you press the Special button, the more volts you can send your victim's way. Immobilize your opponent to get the most damage from the attack. Whenever an enemy car drifts from the pack, hit 'em!



Spectre

Her Story: What's a girl to do? All Bloody Mary wants is love, but no one seems attracted to her. No matter—she intends on getting her wish by winning Calypso's competition. She doesn't care who she has to kill as long as she find herself some lovin'!

Tactics: Spectre's Special missiles can home-in on opponents and strike them—even if they're behind a wall. When you have weak armor like Spectre, hiding from the other cars is a must. Find a hiding place and whittle down the opposition with your missiles. If you get chased, use your speed and maneuverability to escape.



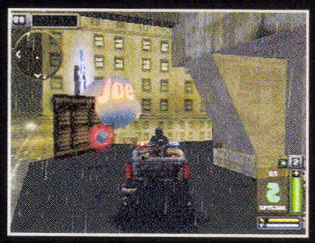
Darkside

Her Story: You could say that Dollface had a strange childhood... Her father, a strict man, nailed a doll head mask to her skull for being bad. The only way to remove the mask is with a key, which is what Calypso is offering her if she wins the tournament.

Tactics: Darkside has a ramming attack for a Special that is ideal for mauling packs of cars. However, this is the only Special that can be completely stopped with a freeze. Still, Darkside's one tough customer. Its armor ensures Dollface the ability to wade into a group of cars and come out relatively unscathed.



the Secrets



Mysterious Cubes

Hidden in each level is a small black cube that will unlock the various secrets. Some may unlock hidden cars, while others may open up secret multiplayer arenas.



Hidden Cars

There are at least four hidden cars in the game. Although you can get a sneak peak at the cars on the next page, we won't reveal how you can earn them until next month.



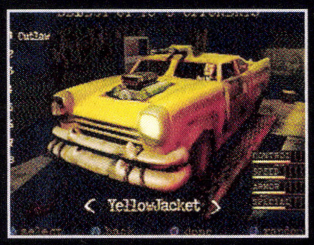
Hidden Arenas

Although Twisted Metal: Black already boasts an impressive number of levels in its main Story Mode, there are still more left to be discovered. If you can find the cubes that open the hidden levels, you'll actually double the number of levels that you can play in the Multiplayer game modes!

Aside from the batch of levels that you unlock from the Story Mode, you will also be able to discover secret levels like the Dog Pound and the Sewers. The size of each of the hidden arenas will vary from the massive expanse of the Suburbia level to the tiny spaces of the Power Plant.

Experiment with all of the levels to see which ones you and your friends like best.

Hidden Cars



YellowJacket

Who Is He? This Taxi Driver hasn't been seen in a Twisted Metal game for quite some time. His fiery attacks will rip through the toughest car.



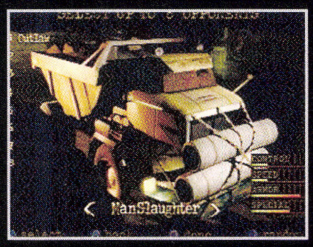
Axel

Who Is He? Axel was first seen in Twisted Metal 2. He's bound into a tortuous wheel device and is out for revenge. He's a powerful foe.



WhiteKnight

Who Is He? WhiteKnight is similar to the old monster truck, Hammerhead. He can trounce most opponents with his massive Special attacks.



ManSlaughter

Who Is He? Similar to Crusher in Twisted Metal 4, this Tonka Truck gone bad has enough armor to shrug off even the most dedicated attacks.



Shadow

Her Story: Goth chick Raven has entered the Twisted Metal tournament so she can fulfill the dying wish of her friend, who was killed by a couple of high school punks (although witches may float on water, her friend certainly did not). Vengeance is on her mind.

Tactics: Shadow has two separate Special attacks: one fires out a spectral purple haze that can be triggered to explode, and the other pops Raven out of the driver's seat so she can riddle her opponent with some powered-up machine gun bullets. Due to Shadow's weak armor, you may want to hang back and keep out of the action.



SweetTooth

His Story: He's a sickening serial-killer who has been cursed with a head that burns with an unholy fire. SweetTooth has accepted Calypso's offer to enter the competition so he can exact revenge on the man who bestowed the fiery curse upon him.

Tactics: SweetTooth's Special allows him to transform into a mech and fire out a withering spray of missiles. For the best results, shoot at an opponent in the distance that's headed toward you. This will ensure that you get in all the hits you need to bring your foe down.



Minion

His Story: Minion is a mystery. He's in the competition for unknown reasons, but speculation suggests that he's here to put an end to Calypso and the Twisted Metal tournament. Minion just happened to be the winner of last year's tournament...

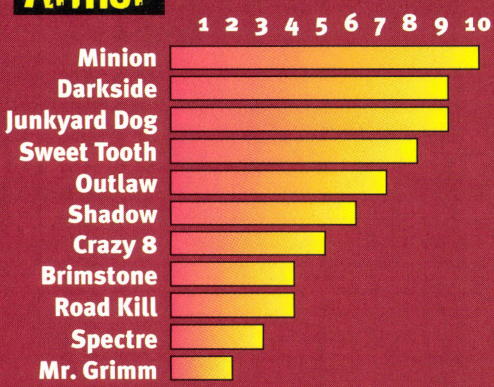
Tactics: Minion's has two Specials. If you are up-close, the Special fires a cutting beam that can kill a frozen enemy. If you are at a distance, the Special will blast out a series of homing shots that have a chance at freezing anyone it hits. Minion's resilient armor makes him the toughest car in the game.

Dare to Compare: Car Stats

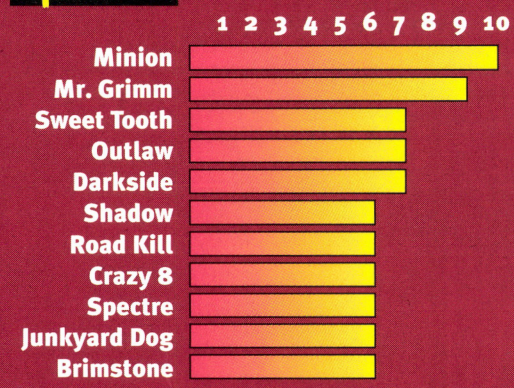
Control



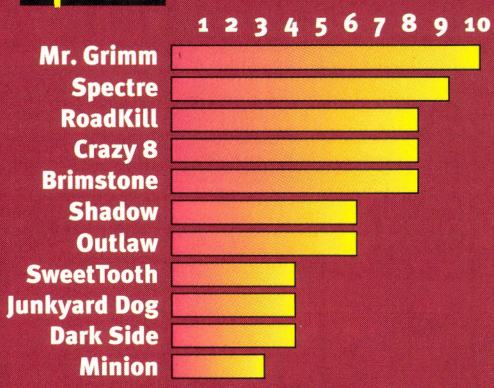
Armor



Special



Speed



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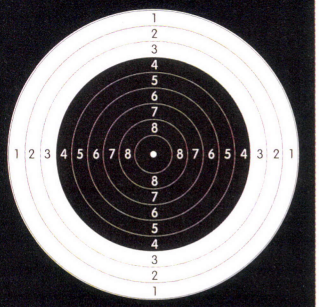
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Just an Exercise?

by Kenneth "Slim" Miller
kenneth_miller@ziffdavis.com

Sure, there are already a few FPS games on the Dreamcast, but they're all PC ports. Why bother playing first-person shooters on DC? Outtrigger is here to answer that question.

For starters, Outtrigger has the best frame rate I've seen so far in a Dreamcast FPS. This is most likely because the game was originally produced for the arcade on Sega's NAOMI hardware. Being an arcade port also means the game is very fast-paced. There is no camping since there's nowhere to hide. There are abundant weapons and power-ups, so the action is fierce.

The game has a great single-player mode (in the form of the missions) as well as split-screen and online multiplayer. You can even create your own custom character. Yes, there's truly something for every FPS lover in Outtrigger.

database

time to complete: 1 hour
challenge: Easy
best weapon: Photon Torpedo
coolest feature: Character Edit
best advice: Select your weapons carefully
also try: Quake 3
system: Dreamcast
publisher: Sega
developer: Sega (AM2)

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Create-A-Character

The Character Edit mode actually allows you to make up to four customized characters. You can choose your character's model, clothing color, name and each of their three different default weapons. You can use your created character in any of the game's modes.

Creating the Character

First, access the Character Edit mode from the mode selection screen. Then, from there, select which of the four empty spots you wish to edit.

Next, pick the model you want to use for your character. At first, you can only select from one of the four main characters or two generic edit characters. However, as you play through the missions, you will gradually unlock additional character models that you can use in Character Edit mode.

After picking your model, you'll be presented with the option to enter a name. Pick a three letter name (or initials) for your character. Then, pick which color of clothing that you want your character to wear.

Finally, you come to the fun part—weapons...

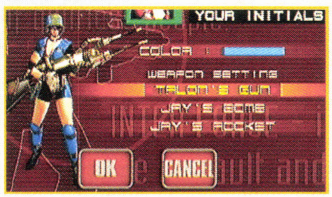




Selecting Your Weapons

At first you can only choose from the most basic of weapons. But, as you progress through the missions, new weapons will become available. Don't just pick your weapons randomly (or because they look cool). Instead, check the weapons chart on the following pages to learn about your choices.

Some weapons (like the Photon Torpedo) may seem like obvious choices, but the ammo that they can carry as Character Edit weapons is so low that it's not really practical to use them. Also, some weapons belong to more than one category, so you can create a very powerful arsenal by paying close attention to the weapons choice menu. Finally, some weapons are useless against the computer. For example, the Life Bomb may be a good idea for playing other humans, but you're not going to fool the computer with it.



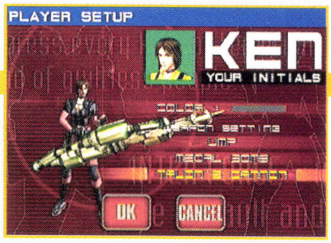






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Weapon Chart





Weapon Name: Jay's Gun

Ammo: Infinite **Bursts Per Clip:** 8

Comment:

This weapon does low damage, but it has a high number of bursts per clip.

Weapon Name: Lina's Gun

Ammo: Infinite **Bursts Per Clip:** 7

Comment:

Lina's Gun does medium damage and has a medium number of bursts per clip.

Weapon Name: Talon's Gun

Ammo: Infinite **Bursts Per Clip:** 8

Comment:

Bullets from the Talon's Gun can bounce off of walls.

Weapon Name: Enemy's Gun 1

Ammo: Infinite **Bursts Per Clip:** Infinite

Comment:

Although this sub-machine gun does very low damage, you'll never have to reload it.

Weapon Name: Enemy's Bat

Ammo: Infinite **Bursts Per Clip:** N/A

Comment:

This weapon deals out very high damage, but you must be very close to your opponent when you use it.

Weapon Name: UMP

Ammo: Infinite **Bursts Per Clip:** 9

Comment:

The UMP gun does medium damage, but it has a high number of bursts per clip.

Weapon Name: OICW

Ammo: Infinite **Bursts Per Clip:** 7

Comment:

The OICW is a lot like like Jay's Gun, but it has fewer bursts per clip.

Weapon Name: Enemy's Gun 2

Ammo: Infinite **Bursts Per Clip:** Infinite

Comment:

This weapon is very similar to Jay's Gun, but it has infinite bursts per clip.

Weapon Name: Jay's Rocket

Ammo (default): 10 **Ammo (max):** 20

Comment:

Compared to other rockets, Jay's Rocket does low direct-hit damage and has medium splash damage.

Weapon Name: Lina's Rocket

Ammo (default): 10 **Ammo (max):** 20

Comment:

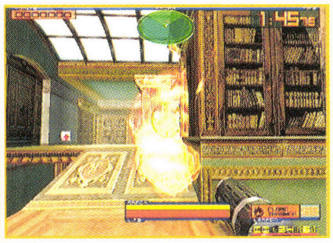
Lina's Rocket does medium direct-hit damage and has low splash damage.

Weapon Name: Talon's Rocket

Ammo (default): 10 **Ammo (max):** 20

Comment:
This rocket does high direct-hit damage and has a medium splash damage.





Weapon Name: Enemy's Rocket

Ammo (default): infinite **Ammo (max):** infinite

Comment:
Like Jay's Rocket but with slower rockets, Enemy's Rocket has low direct-hit damage, medium splash damage and infinite ammo.

Weapon Name: Enemy's Rocket 2

Ammo (default): 10 **Ammo (max):** 20

Comment:
Enemy's Rocket 2 acts just like Lina's Rocket.

Weapon Name: SPAS12

Ammo (default): 10 **Ammo (max):** 20

Comment:
The closer you are to your target, the more damage this shotgun can do.

Weapon Name: Enemy's Cannon

Ammo (default): infinite **Ammo (max):** infinite

Comment:
The range and ammo on this rocket are infinite, which can kill a player instantly on a direct hit. However, it has an extremely slow rate of fire.

Weapon Name: Homing Missile

Ammo (default): 5 **Ammo (max):** 10

Comment:
This weapon fires several missiles that will lock on to the nearest player, regardless of which direction you fire, and will continue until they hit another player or an obstacle. The missiles themselves are very slow.

Weapon Name: Flame Thrower

Ammo (default): 25 **Ammo (max):** 50

Comment:
This short-range weapon can dish out damage quickly. If a player is hit by the flame, he'll continue to take damage for a moment after you've stopped firing.

Weapon Name: Photon Torpedo

Ammo (default): 2 **Ammo (max):** 5

Comment:
This gun shoots balls that bounce off walls. It has a high rate of fire but holds very little ammo.

Weapon Name: Sniper's Rifle

Ammo (default): 2 **Ammo (max):** 5

Comment:
With the Sniper's Rifle, hold down the fire button to zoom, then release it to fire (until you move, you will remain in zoomed mode).The Sniper's Rifle can instantly kill.

Weapon Name: Homing Missile 2

Ammo (default): 10 **Ammo (max):** 20

Comment:
Similar to the Homing Missile, the Homing Missile 2 has faster moving missiles with a slower rate of fire.

Weapon Name: PSG-1

Ammo (default): 10 **Ammo (max):** 20

Comment:
The PSG-1 is similar to the Sniper's Rifle. Although it does half the damage, it can hold much more ammo.

Weapon Name: Jay's Bomb

Ammo (default): 10 **Ammo (max):** 20

Comment:
These standard grenades bounce if they hit the ground. They explode after a short time or if they come into contact with another player.

Weapon Name: Lina's Bomb

Ammo (default): 10 **Ammo (max):** 20

Comment:
These are sticky bombs. When you throw one, it will stick to whatever it touches. If a player comes near Lina's Bomb, it will detonate. It will also detonate after a while if no one sets it off.

Weapon Name: Talon's Bomb

Ammo (default): 10 **Ammo (max):** 20

Comment:
Although these bombs don't bounce and their damage is somewhat low, you can actually chuck it against a player for a small amount of damage before it even blows up. It's still pretty lame, though.

Weapon Name: Enemy's Bomb

Ammo (default): infinite **Ammo (max):** infinite

Comment:
These standard grenades act just like Jay's Bomb, but they do less damage. They do feature infinite ammo, though.

Weapon Name: Enemy's Bomb 2

Ammo (default): infinite **Ammo (max):** infinite

Comment:
The Enemy's Bomb 2 is like Jay's Bomb, but with infinite ammo.

Weapon Name: GLG40MM

Ammo (default): 10 **Ammo (max):** 20

Comment:
This weapon is like Jay's Bomb with a longer range.

Weapon Name: Multi Rocket

Ammo (default): infinite **Ammo (max):** infinite

Comment:
The Multi Rocket weapon fires several slow moving missiles in a straight line. If all the missiles hit a player, he will be instantly killed.

Weapon Name: Medal Bomb

Ammo (default): infinite **Ammo (max):** infinite

Comment:
These bombs look just like the gold medals you collect in the missions and are meant to fool other players. You can have only three on screen at once, and unfortunately, they're easy to spot, since the medals in VS Mode are silver.

Weapon Name: Life Bomb

Ammo (default): infinite **Ammo (max):** infinite

Comment:
This bomb is just like the Medal Bomb except it looks like an life box (albeit slightly larger and darker).

Weapon Name: Ammo Bomb

Ammo (default): infinite **Ammo (max):** infinite

Comment:
The Ammo Bomb is just like the Life Bomb, except it looks like an Ammo Box.

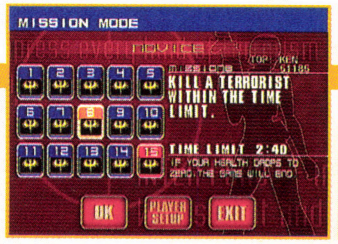








Missions





Get All Medals Within the Time Limit

Found on:	Intermediate (N/A)
Novice 1, 2, 6	Advanced 4, 9

On the Novice and Intermediate levels, this type of mission is easy. You just have to quickly comb the level and pick up all the medals. You'll have a set time limit, but as long as you keep moving, you should have no problem.

On the Advanced level, however, this type of mission has one very significant difference—some of the medals are actually bombs in disguise. If you just start blindly grabbing medals, you're gonna get yourself blown up. To complete the mission safely, simply shoot a few machine gun rounds at the medal in question before you pick it up. If it's actually a bomb, your gun fire will detonate it (don't stand too close, or you'll still take splash damage).

Kill # Terrorists Within the Time Limit

Found on:	Intermediate 3, 10, 14
Novice 3, 7, 10, 15	Advanced 7

This type of mission is very basic. The number symbol in the mission title represents the number of terrorists you have to take out. You don't have to worry about getting killed in these missions; just concentrate on eliminating the terrorists as quickly as possible.

On Novice 10, you won't be allowed to switch weapons; aside from that, the mission is the same as the others. Just make sure you keep your weapon stocked with ammo.

On Advanced 7, there will be a hostage on the map with you. If he gets shot, you'll lose time, so just treat it like a Team Battle with the hostage as your teammate.

Dodge All of the Enemies' Attacks

Found on:	Intermediate (N/A)
Novice 4	Advanced (N/A)

Go to either edge of the platform and wait. When the terrorist shoots, quickly run to the other side of the platform to dodge. Simple as that.

Kill 10 Terrorists With the Specified Weapons

Found on:	Intermediate (N/A)
Novice 5	Advanced (N/A)

In this mission, you'll have to shoot terrorists as they pop up from behind the walls in front of you. The catch is that you'll have to shoot each terrorist with the weapon specified. Just look for a weapon name (such as Rocket) to show up above the terrorist's head, then quickly switch to that weapon and take 'em out.

Kill A Terrorist Within the Time Limit

Found on:	Intermediate 5, 11
Novice 8, 14	Advanced 5, 10

This mission is basically a duel between you and one heavily armored terrorist. If you die, you'll fail the mission, so keeping your health up is the most important thing. Besides that, keep on the terrorist with constant attacks so he can't refill his life.

Destroy All of the Bombs Within the Time Limit

Found on:	Intermediate 4
Novice 9	Advanced 2

Instead of running around shooting terrorists on these missions, you'll need to carefully explore the map and search for bombs. What you'll want to watch for are small blinking lights (they indicate where a bomb is). A bomb can be stuck anywhere, including floors, walls, the ceiling and various objects on the map. If you get too close to a bomb, it will detonate (and if you get hit by more than one, you'll fail the mission). To take out a bomb safely, just shoot it with your gun. Don't shoot it if you're too close, though, or you'll still take damage from the explosion.

Fortunately, the bombs show up on your radar. To figure out where a bomb is, look closely at the radar. A bomb that's on the same basic floor as you shows up as a small, solid triangle. If the bomb is on the floor above or below you, it will show up as a larger, hollow triangle.

Highest Point Total at End of Time Limit Wins

Found on:	Intermediate 1, 6, 13
Novice 11	Advanced (N/A)

This is a deathmatch mission, plain and simple. Just kill as many terrorists as quickly as you can to come out on top.

Defend the Hostage

Found on:	Intermediate 8
Novice 12	Advanced (N/A)

In these missions you have only your machine gun and you can't move from your starting point above the map. The task seems simple – just shoot the terrorists before they turn red; however, because you're using the machine gun, you'll have to reload every time you empty a clip. If you get stuck reloading when a terrorist is on screen, you're in trouble.

To avoid this problem, fire one burst at a time and keep track of how many times you've fired. If you're down to only one burst in the clip (check the weapon chart for your gun's clip size), fire your final burst before the next terrorists run in so that you can reload in time to take them out. Finally, if there are two or more terrorists on screen at once, try to eliminate the one who's closest to turning red first.

Team Battle

Found on:	Intermediate 9
Novice 13	Advanced 1, 6

Treat this type of mission just as you would a team deathmatch. The only difference from the standard deathmatch mission is that you have a teammate and shooting him or her will reduce your score by four points.

Dodge or Shoot the Guided Missiles & Survive

Found on:	Intermediate 2
Novice (N/A)	Advanced (N/A)

This is similar to a Defend the Hostage mission, except you're now able to move freely about the map. This is a good thing, since the missiles are aimed at you and not the hostage. In fact, the only way the hostage will get hit is if you either stay too close to him (and a stray missile hits him) or you accidentally shoot him yourself.

That second danger is actually the one you'll encounter most often. To prevent this, keep as far away from the hostage as possible and wait until the missiles have passed him. Next, back up until you can get a clear shot at the missiles without having to aim in the direction of the hostage.

Kill 8 Terrorists With Consecutive Combo Attacks

Found on:	Intermediate 7
Novice (N/A)	Advanced (N/A)

Here you have to kill eight terrorists in quick succession. It's pretty much just a matter of killing every terrorist you see, but if you're not careful, you'll end up without a terrorist in sight to keep the combo going. You can wait a couple seconds between terrorists, so try to space them out.

Even if there are two terrorists right in front of you, don't take them both out right away. Instead, kill one, then wait a second or two for more to spawn before you kill the second terrorist. This way, you can always keep a large number of terrorists in view.

Kill # Terrorists Within the Time Limit (Reach the Hostage at Last)

Found on:	Intermediate 12
Novice (N/A)	Advanced 12

This mission is akin to the other Defend the Hostage missions, but it takes on a much more careful, skill-based atmosphere. A number of terrorists and one hostage are hidden behind various objects and walls. If you move into plain sight of one of the terrorists, they will immediately shoot you. You can afford to make this mistake once, but taking two shots will kill you.

In your favor are the weapon you're equipped with (the Photon Torpedo) and the power-up you'll find on the ground (Thermography). Pick up the Thermography and (combined with your radar) pinpoint where the closest terrorist is. Examine the surroundings and then bounce a shot off of an object near the terrorist to take him out. If you run out of Thermography power-ups, you can still complete the mission – just watch your radar and estimate the location. Once you've killed all the terrorists, just find the hostage to complete the mission.

Unlike the bombs in the Destroy All the Bombs missions, the terrorists are always in the same place. Because of this, even if you accidentally shoot the hostage or get killed, you can memorize the terrorist locations and take them out easily the next time through.

Shoot 100 Bullets at the Enemy Within the Time Limit

Found on:	Intermediate 15
Novice (N/A)	Advanced (N/A)

Despite its confusing title, this mission is quite simple. You'll be equipped with a machine gun and placed in front of an armored soldier. Just keep the gun on him and fire away. As long as your aim is decent, you should have no problem. There's not even a penalty for dying.

Highest Point Total at End of Time Limit Wins (Experimental Weapon Test)

Found on:	Intermediate (N/A)
Novice (N/A)	Advanced 3, 8, 11, 13

This type of mission is just like the regular version, except you'll be equipped with only one weapon. Some experimental weapons are just like standard weapons, but on Advanced 11, you'll be equipped with the PSG-1 sniper rifle. To fire the PSG-1, hold the fire button down to zoom in, then release it to fire. As long as you don't move, you will stay zoomed (moving will pull you out of zoom mode).

Kill 7 Terrorists Within the Time Limit (No Weapon Switching Allowed)

Found on:	Intermediate (N/A)
Novice (N/A)	Advanced 14

This mission is a lot like the Reach the Hostage at Last missions, just without the hostage. Basically, you have to take out seven terrorists with only a sniper rifle. The terrorists don't move, but they'll shoot you immediately if you're discovered. They use rocket launchers on this level, so you have a chance to dodge—even if they've already fired.

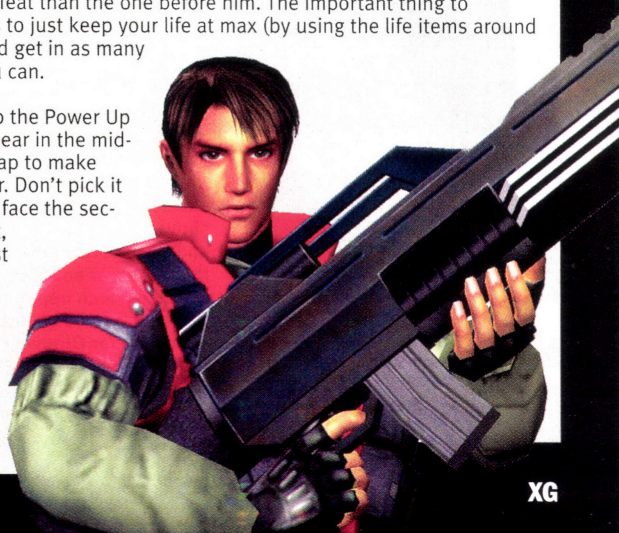
The map is also dark, so you'll have to make use of your radar and the Noctovision. Just position yourself in a spot where you can't be seen, then shoot whatever part of each terrorist is exposed.

Kill a Reinforced Terrorist Within the Time Limit

Found on:	Intermediate (N/A)
Novice (N/A)	Advanced 15

This mission can be harder than it appears. You actually have to kill two different enemies. The first takes only a few hits to kill, and, after you've eliminated him, the second terrorist will drop in. This enemy is much harder to defeat than the one before him. The important thing to remember is to just keep your life at max (by using the life items around the map) and get in as many shots as you can.

You can grab the Power Up that will appear in the middle of the map to make things easier. Don't pick it up until you face the second terrorist, though. Trust us.





Where's My River City Ransom?

by Coach Rodriguez
Tyrone_Rodriguez@yahoo.com

There's already a ton of games to choose from on the Game Boy Advance, and my current favorite is this game right here, Super Dodgeball Advance (Castlevania is a close second).

Leave it to Atlus to bring back one of my childhood favorites. I can remember spending way too much time (and money) at my local arcade trying to master one of Techno's best games to date.

Although the Technosoft characters and art style are pretty much absent, the gameplay is straight up Super Dodgeball. Million is the original development behind the arcade and NES masterpieces. Now at Atlus Japan, MIllion is back for another go at the classic game.

With more than 50 moves and over a dozen teams I'd say Super Dodgeball has a good amount of depth for us to get into.

database

time to complete	1 hour
challenge	Moderate
what's cool	Awesome specials
if you like SDB	Give the NES game a shot
if you like Dodge Ball	Get some exercise with a real ball
system	Game Boy Advance
publisher	Atlus
developer	Million

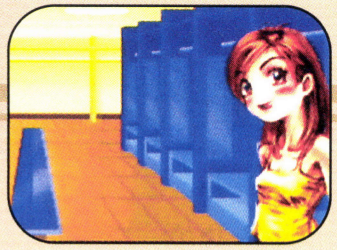
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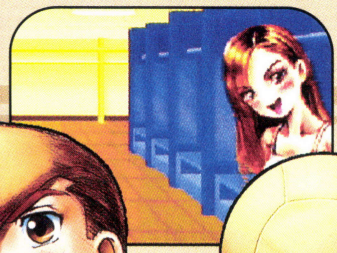
Super dodge ball advance

Your Managers

Each time you begin a new game, one of three lovely managers will be randomly selected to help in your quest to be the best. Your team's name is Heroes, but you can change it to something else if you like.







Court Basics

Dodgeball is a simple sport, but there's a lot of strategy hidden within the confines of the chalk lines and clay court. If you haven't played dodgeball before, here's a quick briefing: There is a total of eight players per team with one on the sidelines. Four players take one side of the court while three team members take the opposing team's side. These three players can be used as auxiliary players and can assist in hitting opponents. To win, you must knock out the other team. Although your players cannot cross territories with the ball, they can jump over the line and then throw or pass the ball.



Gameplan

Before starting a game you can choose your Team Formation and player style. Team Formation depends on your play style and what you feel comfortable with. The default two-and-two setup is fine for standard play. The player style is a little more important. Aside from the default Neutral setting, each player can have a different play style assigned. These are Offensive, Defensive and Mobile. The settings are obvious, but you should consider your own skill level and style before selecting something other than Neutral. If you can correctly catch opponent's throws and special throws, then by all means go for Offensive. If your defensive skills need a little work, you're probably better off with Mobile or Defensive.





Rank Up!

To Rank Up, you must defeat higher-ranked teams. Each rank above yours is worth one point. To go up one rank, you must earn two points. Thus, you can either beat a team that's one rank above you twice, or you can defeat a team that's two ranks above you. For example, if you're in 10th place and you defeat the eighth place team, you will go up one rank to ninth place. The quickest way to Rank Up is to defeat the first-place team, but that's no fun. Work your way up–you'll enjoy the game more.





The Dodgeball Is Your Friend







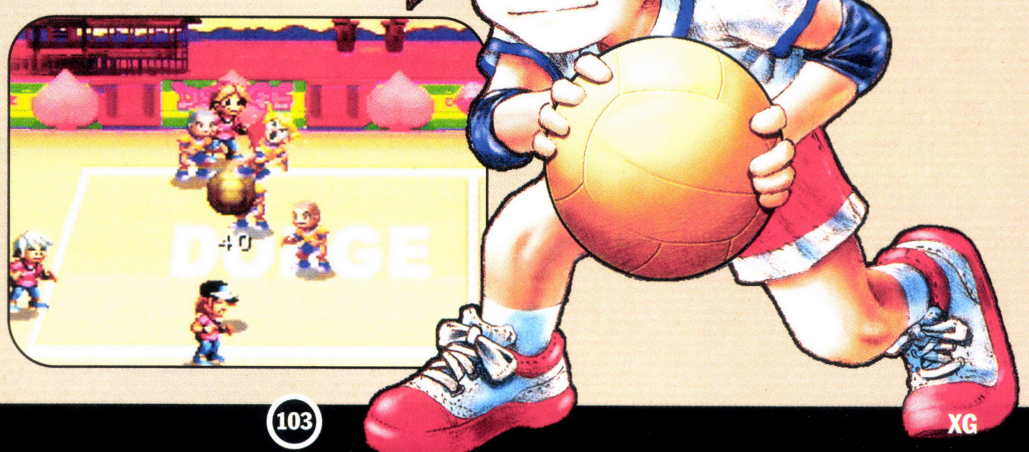


General Tactics: Remember that you can catch the ball as the other team passes it if you jump and press the Catch button. You cannot, however, catch throws and special throws while you're jumping. Also, if you don't think you can catch a throw, you may want to consider ducking—it's better to avoid the ball entirely rather than get hit. Once you're hit, you will be temporarily stunned. Make sure that you have a teammate defend the dizzied player. Conversely, a dizzied opponent makes premium dodgeball fodder—hit the sitting duck with any special or regular throw.

Catching the Ball: Making it to the Dream Teams can be very difficult if you don't master catching the ball during normal and special throws. It's all about the timing. You'll soon find out that once you've got this technique down, opponents won't be able to throw much at you (pun intended). Some throws will take a great deal of skill and timing to catch; others are a simple matter of memorization. It breaks down to be about 75-percent memorization and 25-percent reaction. Remember, it's all in the wrists...

Throwing the Ball: The standard throw isn't much good at all—it's way too easy to catch. What you want to do is master the special throws and passes. To do a special throw, double tap forward to dash, then press the Throw or Pass button on the third step. If done correctly, you will initiate a special throw (the ball changes to light blue) or a special pass (the ball changes to gold). Depending on the character, you will do one of 50 different special attacks. Some of these can be controlled after release. If you opted to do a special pass, your teammate can then do a special throw simply by pressing the Throw button.

Diving Throws: Diving throws are performed by dashing toward the other side of the court, jumping, then pressing Throw and Pass simultaneously at the peak of the jump. Once your character begins to spin, press Throw or Pass (it doesn't matter which) and you'll make a special throw. This is great when the opposing team has lost a member or two, but it's a bit risky against a full crowd of opponents. Of course, if your character happens to have some crazy special move that is difficult to counter, this will make it even more difficult as your opponent won't know when you're releasing the ball.



Complete Special Moves List

We know how overwhelming it can be to think about a massive 50-move Specials list. That's why we've taken the time to research each throw and give you the lowdown on what each one can do. Note that each player has two Specials. Use this list in conjunction with the Squad list to determine what team suits your style best.

1. **MACH THROW:** A very high-speed shot.
2. **COMPRESSOR:** A shot where the balls shrinks.
3. **WIDE SHOT:** A shot in which the balls splits in two.
4. **ACCEL SHOT:** A shot that starts off slowly and speeds up significantly.
5. **SNAKE SHOT:** A quick shot that moves in a vertical zig-zag pattern.
6. **LIGHTNING:** A quirky shot that moves like a bolt of lightning.
7. **PIERCE SHOT:** A controllable shot that can be controlled once released.
8. **GUIDED SHOT:** A shot that triangulates on its target.
9. **RISING SHOT:** A strong shot that stars low and sends its target sky high.
10. **SPIRAL SHOT:** A quick moving spiral shot.
11. **SNAIL THROW:** A slow moving attack.
12. **BOOMERANG:** A moderately paced attack that comes back around.
13. **HEAT SEEKER:** A powerful shot that can be controlled once released.
14. **DIVE SHOT:** A shot that floats above the target for a split second then quickly descends.
15. **WARP THROW:** A shot that disappears then reappears before the target.
16. **SWEEP SHOT:** A more powerful version of the whirlwind that can continue to hit its targets more than once.
17. **FUNKY THROW:** A shot in which the ball dilates as it moves toward the target.
18. **SHAPE SHIFT:** A shot in which the ball changes into various shapes as it moves along.
19. **PISTON SHOT:** A quick shot that moves back and forth horizontally as it advances.
20. **PAUSE SHOT:** A faster version of the Dive Shot.
21. **DIZZY THROW:** A shot that moves in an erratic pattern.
22. **INSECT SHOT:** A shot where the ball goes crazy.
23. **Z ATTACK:** A shot that flies in the shape of a Z.
24. **STAR SHOT:** A shot that forms a five-point star before hitting its target.
25. **SURPRISER:** A decoy shot that first appears to be a pass then becomes a quick shot.
26. **RETURN SHOT:** A great attack that returns the ball to your side after hitting its target.
27. **EXPAND SHOT:** A shot in which the ball becomes larger as it moves toward its target.
28. **POWER THROW:** A throw that sends the recipient out of bounds.
29. **GRAVITY HIT:** A shot that stops in the opponent's territory and "sucks" them in.
30. **BEHIND SHOT:** A shot that disappears then reappears behind the opponent.
31. **GAMBLE SHOT:** A shot that is either hits or misses regardless of whether it's caught.
32. **CHAIN SHOT:** A shot that attacks every opponent. One of the best in the game.
33. **WHIRLWIND:** A shot that moves in a wide, circular motion—it can attack multiple opponents.
34. **MOLE THROW:** A shot that goes underground and hits its target from the ground up.
35. **ROULETTE:** A shot that stops in the middle of the court and can attack either team, regardless of who initiated the attack.
36. **METEOR SHOT:** A fantastic attack in which the ball turns into a massive meteor.
37. **PLAGUE SHOT:** A shot that envelopes its recipient and can also "infect" others.
38. **SPLIT THROW:** A shot that splits into a trail of balls.
39. **TWIN SHOT:** A shot in which the ball becomes two as it spins toward opponents.
40. **EXPLOSION:** A shot that moves in a parabola, stops, then explodes.
41. **SATELLITE:** A shot that morphs the balls into a five-projectile formation.
42. **LOOP THROW:** A shot that separates into other balls.
43. **SIDEWINDER:** A quick attack that turns the ball into a five-projectile spinning blast.
44. **HAILSTORM:** A shot that disappears then rains balls from above.
45. **TRIPLESHOT:** A shot in which the ball splits into three separate balls and flies around the court with unpredictable movement.
46. **TORNADO:** A slow moving shot that moves in the shape of a tornado.
47. **SEVEN WAY:** A shot that splits the ball in seven multi-directional projectiles.
48. **MULTI THROW:** A shot that turns the ball into different shaped balls that float over the opposing team.
49. **RANDOM SHOT:** A shot that can turn into any shot.
50. **COPY THROW:** A throw that can mimic any throw from the opposing team.



World League Dodgeball Squads

Each team has a total of eight players. These players can perform two of the 50 special moves listed. One is performed by running and throwing the ball (on the third step) and the other is performed by throwing the ball at the peak of a running jump. Here's the list of teams:

Canada Foxes

Roy (Captain): Boomerang - Pause Shot
Sid: Whirlwind - Dizzy
Lyle: Heatseeker - Meteor
Clark: Mole Throw - Shapeshift
Bruce: Expand - Spiral
Ray: Snake Shot - Explosion
Gage: Chain Shot - Roulette
Troy: Seven Way - Satellite



U.S. Braves

Sam (Captain): Snake Shot - Snail Throw
John: Whirlwind - Sidewinder
Mike: Guided Shot - Return Shot
Randy: Chain Shot - Dizzy Throw
Bill: Power Throw - Surpriser
Steve: Gamble Shot: Meteor
Jim: Satellite - Star Throw
Dick: Pause Shot - Mole Shot



England Knights

James (Captain): Guided Shot - Dive Shot
Harry: Explosion - Spiral
Scott: Return Shot - Chain Shot
Henry: Piston - Hailstorm
Roger: Pause Shot - Satellite
Peter: Gamble Shit - Risingshot
Cliff: Funky Throw - Plagueshot
Goaty: Shapeshift - Boomerang



Holland Angels

Dirk: Warp Throw - Split Throw
Franz: Powerthrow - Explosion
Gino: Roulette - Piston Shot
Hank: Tornado - Shapeshift
Fritz: Wide Shot - Accel Shot
Johann: Sidewinder - Z Attack
Rolf: Gravity Hit - Compressor
Der: Twin Shot - Mach Throw



Russia Bears

Boris: Seven Way - Accel Shot
Ivan: Warp Throw - Funky Throw
Vlade: Expandshot - Split Throw
Pavel: Sidewinder - Roulette
Igor: Plague Shot - Mach Throw
Andre: Boomerang - Gambleshot
Volf: Pause Shot - Mole Throw
Yakov: Shapeshift - Snail Throw



China Dragons

Lee: Heatskeer - Multithrow
Chen: Shapreshift - Dive Shot
Lian: Behind Shot - Meteor Shot
Chao: Twinshot - Surpriser
Wang: Boomerang - Explosion
Tsai: Gravityhit - Pause Shot
Mao: Sevenway - Returnshot
Dung: Spiralshot - Hailstorm



Korea Bombers

Li: Whirlwind - Compressor
Chung: Heatseeker - Plagueshot
Han: Guided Shot - Star Shot
Kim: Meteor - Seven Way
Pak: Accel Shot - Z Attack
Choi: Power Throw - Chain Shot
Soo:Snake Shot - Dizzy Shot
Rhee: Behind Shot - Gravityhit



Japan Ninjas

Fuji: Lightning - Rising Shot
Sato: Surpriser - Mole Throw
Honda: Meteor - Z Attack
Aoki:Sweep Shot - Gambleshot
Oda: Pierceshot - Piston
Hino: Spiralshot - Hailstorm
Inoki: Behind Shot - Multi Throw
Baba: Startshot - Split Throw



Australia Stars

Chad: Startshot - Gravityhit
Will: Satellite - Pause Shot
Miles: Chain Shot - Funky Throw
Todd: Rising Shot - Seven Way
Bobby: Piston - Roulette
Colin: Tornado - Behindshot
Ted: Twin Shot - Multithrow
Dude: Hailstorm - Gambleshot



Official Contest and Sweepstakes Rules

Trick of the Month:
1. No Purchase Necessary: To enter, send a letter or standard size postcard with your best trick codes for any video game to "Tricks of the Trade" P.O. Box 3338, Oak Brook, IL 60522-3338, or e-mail us at: tricks@ziffdavis.com. Be sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by July 20, 2001. All entries become exclusive property of Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per issue. Winning entries may be printed in *Expert Gamer* and/or *EGM*, however, only one prize shall be awarded.
2. Prizes: First Prize winners will have their name and trick displayed in the magazine and will receive a video game cartridge selected by Sponsor. First Prize has an approximate retail value of $60.00. The best trick submitted by the First Prize winners will be declared the Grand Prize Winner. One Grand Prize winner will receive (in addition to the First Prize awards) one (1) GameShark. Grand Prize has an approximate retail value of $109.95. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Uniqueness (25%); (ii) Novelty (25%); (iii) Accuracy (25%); and (iv) Originality (25%). Judging to be held on or about August 1, 2001. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prizes become unavailable.
3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received.
4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within five days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Ziff Davis Media Inc., InterAct Accessories and their respective affiliates are not eligible. Neither Ziff Davis Media Inc., InterAct Accessories nor their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that Ziff Davis Media Inc., InterAct Accessories and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prizes.
5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Tricks of the Trade Winners List," P.O. Box 3338, Oak Brook, IL 60522-3338. Requests for winners lists must be received by the 15th day of next month following the on-sale date of the publication. Allow four weeks for delivery of winners list.
6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.
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2. Prizes: One Grand Prize winner will receive one of the following prizes at Sponsors' sole option: One (1) Quantum FighterPad for the Dreamcast; One (1) Shark Pad Pro for the N64; or One (1) Program Pad for the PlayStation. Grand prize has an approximate retail value of $29.99 U.S. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Originality (50%); and (ii) Topic (50%). Judging to be held on or about the 15th day of each month. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prize become unavailable. The odds of winning will be determined by number of valid entries received. Void where prohibited or restricted by law. All federal, state and local regulations apply. FOR AN OFFICIAL COPY OF THE RULES, SEND A SELF-ADDRESSED STAMPED ENVELOPE TO: "LETTER OF THE MONTH CONTEST RULES." P.O. Box 3338, Oak Brook, IL 60522-3338.
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2. Prizes: Three Grand Prizes: Grand Prize winners will receive one (1) Expert Gamer T-shirt (approx. retail value $20). Winners will be determined by a random drawing from all valid entries containing the correct answers by Ziff Davis Media Inc. whose decisions are final. Drawing to be held on or about August 1, 2001. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable.
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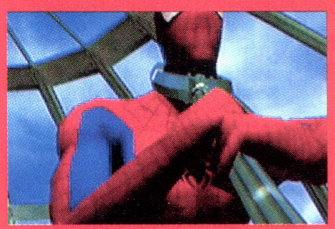
Game Over

JULY 2001

A NEW FOE



Once Carnage is defeated, the symbiote slithers away from Cletus.



Suddenly, one of Doc Ock's tentacles bursts through the floor.



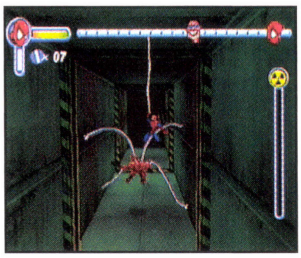
The symbiote has merged with Doctor Octopus, forming a new foe.



The creature, known as Monster Ock, begins destroying the lab.

ESCAPING MONSTER OCK

- This is a timed level. Monster Ock chases you through a seemingly infinite series of claustrophobic tunnels. If he catches up to you, it's instant doom.
- Don't trying running from this enemy. The only way you can keep far enough ahead is by constantly swinging. Watch the shifting perspective, as it can throw you off when you need to swing around a corner.
- When you reach an orange colored area of the tunnel, that's your cue to use the Zip Webbing to shoot up to the next level. It's easy to fall behind in these areas, so make sure you don't waste a moment.
- Once you climb up about 10 levels, you'll finally make it to the top. There are no check points on this level, so if you die, it's back to the beginning.



Swing, don't run, to stay out of Monster Ock's deadly reach.

SPIDEY SAVES THE DAY



The lab explodes and the symbiote flees, leaving Doc Ock unharmed.



Surrounded by fools, Doc bangs his head on the cell's bars in dispair.

Spidey emerges from the rubble just in time to meet his super-pals.



Meanwhile, Rhino makes an idiot of himself in the bad guy's cell.



As they fly off, Venom bugs Spidey for Captain America's autograph.

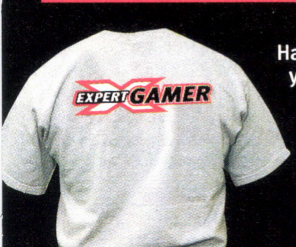


With the city at peace, the good guys relax with a game of Go Fish.



There's no relaxing for dancing fools Black Cat and Johnny Storm.

GUESS THE GAME ENDING AND WIN!



Have we made the last couple contests too hard? You've got us wondering if you're expert gamers or, well...you've just got us wondering, OK? Give this next one a try—it's not too bad! Guess the game at the right—and win one of three *Expert Gamer* T-shirts! Make sure we have your entries no later than June 20, 2001! Send entries to Game Over #84 c/o *Expert Gamer*, P.O. Box 3338, Oak Brook, IL 60522-3338.



CLUE: You had to be extremely fast if you wanted to beat this game. Of course, you had to be Smart as well.

Next Month

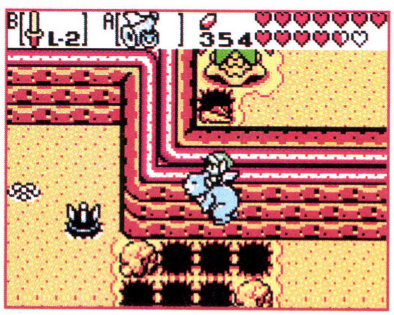
AUGUST 2001

** All editorial content is subject to change*

EXPERT GAMER™

August 2001 — **On sale July 17**

If you want to see pure gaming perfection, look no further than next month's *Expert Gamer*. No we're not perfect, but our feature game is... Gran Turismo 3: A-Spec takes the PS2, and console gaming, to new heights with its photo-realistic visuals and accurate sim engine. We'll have our top gearhead on the strategy, so be sure to check it out. If it's portable adventure that you're looking for, check out our guide to what may be the last of the great Game Boy Color games, The Legend of Zelda: Oracle of Ages and Oracle of Seasons.



ALSO FEATURED:

- Dark Cloud (PS2)
- Crazy Taxi 2 (DC)
- Twisted Metal: Black (PS2)

Feature Story



XG's "favourite" racing Canadian, Greg Sewart, goes under the hood with the most anticipated PlayStation 2 title of the year.



Look for the TMB survival guide to get you through this difficult game. Plus, lots of ultra cool secrets!

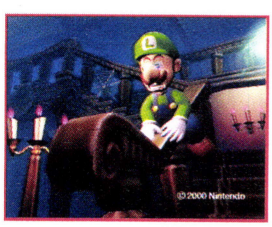


Expect a full walk-through for the PS2's first big action adventure game from the crazies at XG.

ELECTRONIC GAMING MONTHLY™

August 2001 — **On sale July 3**

Feature Story







We'll show you the first hands-on gameplay of Nintendo's new über-system, the GameCube! You'll see how the first games shape up!

At long last, we're gonna give you a taste of what it's like to play Nintendo's fancy new system, the GameCube. We'll give you the full scoop on the games, the system, the controller and maybe even how it smells. All that, and the skinny on Microsoft's Xbox launch plans and Sony's PS2 online gaming strategy make this an issue you cannot afford to miss! We promise.

OFFICIAL U.S. PlayStation MAGAZINE™

August 2001 — **On sale July 10**

Feature Story



This month, *OPM* goes the distance with the Final Fantasy series. Beginning with a behind-the-scenes look at *Final Fantasy: The Spirits Within* and culminating with the history of the Final Fantasy series, this is one issue that no Square fan can be without!

ANOTHER HUGE DEMO DISC!

NON-PLAYABLES

- Final Fantasy VII
- Final Fantasy IX
- Final Fantasy Tactics
- Chrono Cross
- Klonoa 2
- Star Wars: Super Bombad Racing
- Chrono Trigger
- Final Fantasy Chronicles

PLAYABLES

- Final Fantasy VIII

MOVIE TRAILER

- Final Fantasy: The Spirits Within

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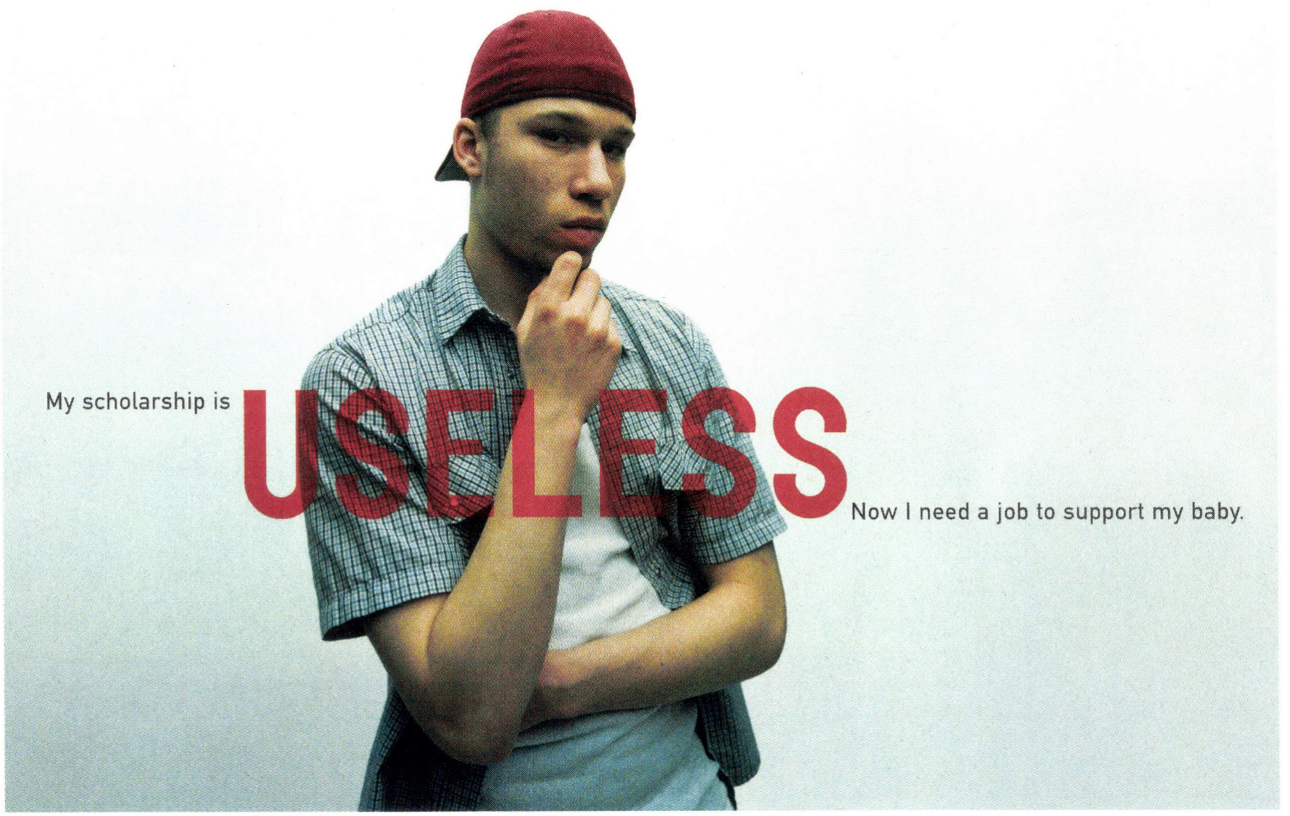
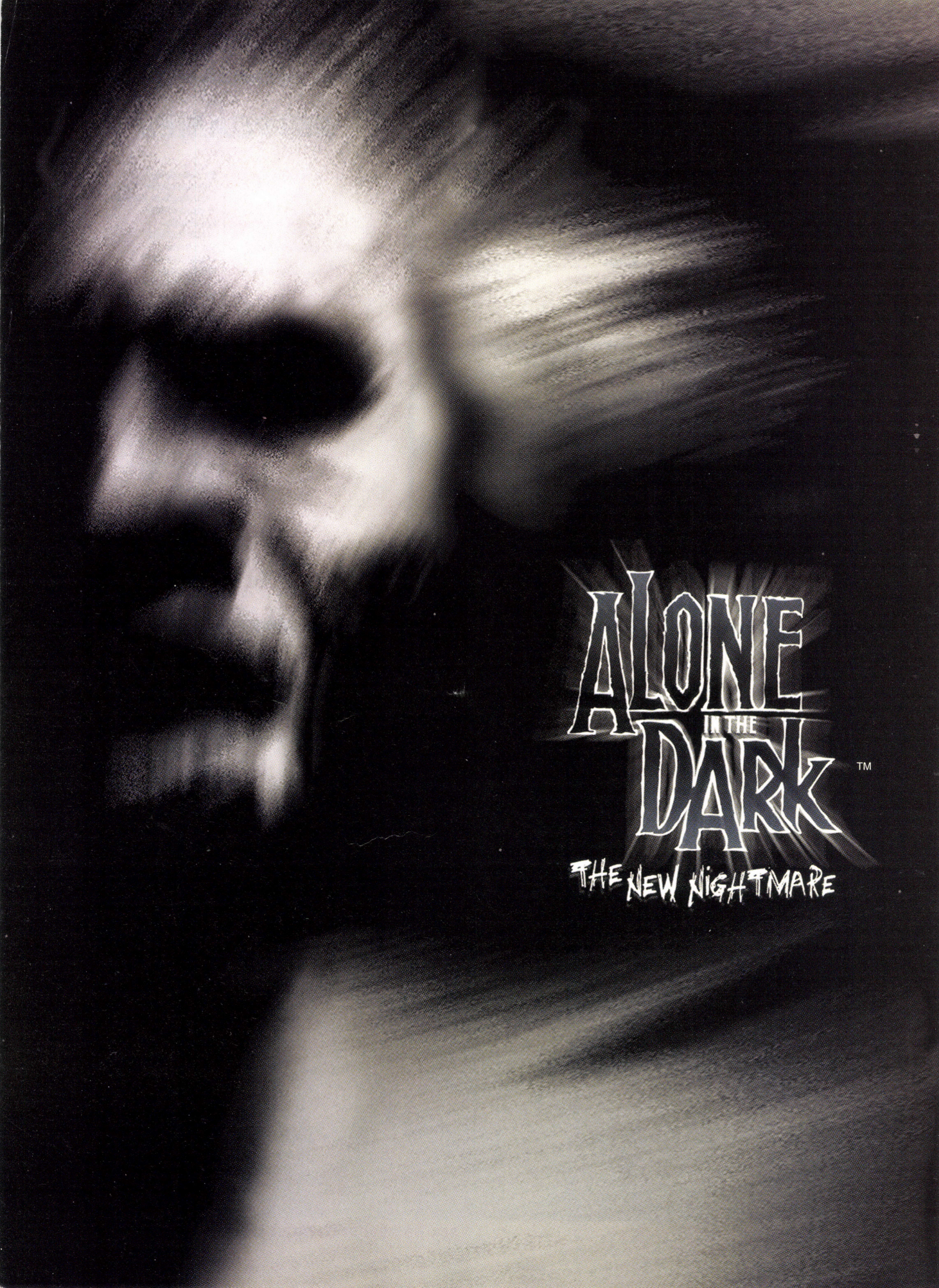


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THE NEW NIGHTMARE

It's what you fear.

It's dark, It's dangerous, and your worst nightmare has come to life. Armed with only your wits, a flashlight, and a revolver, can you unravel a mysterious island's untold secrets and survive one night of true terror?



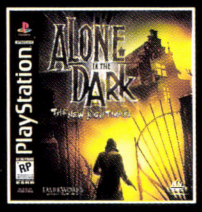
The originator of survival horror is back and scarier than ever.



Join Edward Carnby and Aline Cedrac as they confront an epic journey of terror.



Solving this mystery won't be easy. Deadly creatures lurk in the shadows.



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MATURE M CONTENT RATED BY ESRB

Blood and Gore Violence

DARKWORKS GAME DEVELOPMENT STUDIO

GAME BOY COLOR

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INFOGRAMES

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Crazy Taxi New York Style

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Dreamcast.

TEEN T CONTENT RATED BY ESRB

Mild Violence
Mild Lyrics

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